

NEWSTYME  
SmallGUIDES FOR **ASTERIX** AND **THE STORY OF THOR!**

# SEGA PRO

EASTER '95 • ISSUE 44

**£2.50****CHAOTIX**

Knuckles hits the 32X

**ETERNAL CHAMPIONS CD**

The goriest beat-'em-up ever!

**ALSO REVIEWED INSIDE:**

Micro Machines 2 GG  
Kawasaki Superbikes  
X-Men 2  
Road Runner  
Midnight Raiders  
Phantasy Star IV



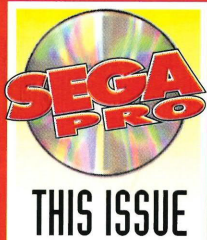
## Be a Devil!

Man United score on the Mega Drive!

**MEGA-CD****MEGA DRIVE & MEGA-32X****MASTER SYSTEM****GAME GEAR****SATURN**



INSIDE



Now  
we have two  
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there really is  
no other  
choice for  
the owner  
of any  
Sega  
system!

Fully playable **SENSIBLE SOCCER** Mega-CD demo!



# Britain's Best Sega Magazine!

Top of the league, as always, this month **SEGAPRO** hits the net yet again with a four-page special report on Ocean's Manchester United. Yes, we team up with Manchester's greatest players for a truly championship-winning performance. This issue we also hit you for six with previews of Brian Lara Cricket, Chaotix, Eternal Champions CD, Earthworm Jim CD, Speedy Gonzales, Izzy's Quest, and an update on Saturn sizzler Panzer Dragoon. We've also got reviews of the latest games on all the Sega formats, including the brilliant Micro Machines 2 on Game Gear, plus massive tips guides for Asterix and The Story Of Thor. Meanwhile, to tie in with our footy theme, **SEGAPRO CD** gives Mega-CD owners the opportunity to try out Sony's Sensible Soccer. So if you want to stay ahead of the game, there's only one mag you need: **SEGAPRO**.



# DISC DEMO

To coincide with this issue's football theme, SEGA PRO CD brings you a playable cover-mounted disc demo of Sony's Sensible Soccer. Read on to discover how to score...

INFO



DISC INFO

# Sensible SOCCER

## THE DEMO

**T**his month's *Sensible Soccer* demo lets you access all the features of the full game, including all the teams and tournaments. The only difference is that in this demo, each match lasts a real-time minute: it ends when the game clock reaches '10 mins' – there is no half time. However, the clock stops whenever the ball's dead, so games usually last a bit longer in total. Otherwise the game plays just the same as in the full version.

When you load up your cover-mounted CD, the first thing you'll see is the Sony logo, followed by the Psygnosis one scrolling onto the screen. You're then shown the full game intro. This is in the style of a TV show as images roll onto the screen with video-style FX. All the scenes are in impressive rendered 3-D, including Wembley stadium and the Pasadena Rosebowl (where the World Cup Final between Brazil and Italy was held).

Following the intro (which you can skip by pressing any button) and a couple of copyright screens, you're presented with the main game menu. From here you can select Options to change various aspects of the game (skill level etc), or choose either National, Club or Custom teams to play with. These bring up further menus for you to play a friendly, one of the tournaments (with any number of human players) and even create your own custom cups and leagues. We hope you get a kick out of it.

(Please note that this demo is identical to the one featured on a previous issue of Mega Power.)

## No Demo? Order yours now!

If you're a Mega-CD owner who's bought the normal version of SEGA PRO by mistake, or live overseas, you can still get hold of the *Sensible Soccer* cover-mounted demo by ordering it directly from our mail-order department.

Just write a cheque for £3.95 sterling made payable to Paragon Publishing Ltd, and send it to: SEGA PRO CD #44 Offer, Paragon Publishing Ltd, Durham House, 124 Old Christchurch Rd, Bournemouth BH1 1NF.

Alternatively, you can pay by Mastercard/Visa by phoning or faxing your order through... tel: 01202 780578; fax: 01202 299955 (overseas readers tel: +44 1202 780578; fax +44 1202 299955).

## Controls

**D-pad:** Moves your currently controlled player around the pitch. Note that when defending, control automatically switches to the player nearest the ball.

**Button A:** Shoots the ball automatically towards goal. In normal and expert modes, this only works for the star players.

**Button B:** This is the main multipurpose kick button. Tap it to pass the ball or hold it down to shoot. It's also used for doing headers and sliding tackles.

**Button C:** Passes the ball to the nearest team-mate in the direction you're facing.



WORLD CHAMPS. FIRST STAGE

GROUP C

TEAM	P	W	D	L	P	PTS
SPAIN	3	2	1	0	7	
NETHERLANDS	3	1	2	0	5	
GERMANY	3	1	1	1	4	
ARGENTINA	3	0	1	2	1	

GERMANY 1-2 SPAIN

NEXT MATCH: NETHERLANDS - ARGENTINA

ENGLAND

PLAY GAME

PLAYER	POS	NO	PTS
SCOTT MCDONN	G	1	0
KEVIN PROBERT	D	2	0
ANDREW PETERSON	D	3	0
DAVID MILLER	D	4	0
ALAN SHERIDAN	D	5	0
STUART PETERS	D	6	0
PAUL RICE	D	7	0
DAVID WATSON	D	8	0
CHRISTOPHER	D	9	0
PAUL GARDNER	D	10	0
ANDREW PETERSON	D	11	0
JOHN MCKAY	D	12	0
PAUL RICE	D	13	0
ANDREW PETERSON	D	14	0





## EASTER '95

PARAGON PUBLISHING LTD  
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PRINTED BY

Southernprint (Web Offset) Ltd

DISTRIBUTED BY

Seymour International Press Distributors  
Windsor House, 1270 London Road, Norbury,  
London SW16 4DH. (081) 6791899.

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SEGAPro: ISSN 0964-2641

SEGAProCD: ISSN 1354-859X

SPECIAL THANKS TO:

Video Games Centre © (0202) 527 314

# GO ON

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***Come on  
you Reds!***

Manchester United... love 'em or loathe 'em, you can't help but admire the football wizardry of players like Giggs, Ince, Kanchelskis, Hughes and, yes, Cantona. Well, the Red Devils are about to make their debut on the Mega Drive in a whole new ball game. Check out our full four-page league report on page 14.

**MORE GAMES  
THAN ANY  
OTHER MAG!**

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NEWS



# FRONTLINE

## Change of TACTIX

solutions and top cheats previously only found in Sega XS – indeed, the new magazine is staffed by the old XS team, so be sure to tell your PC-owning friends all about it.

The same team will also be producing CD-ROM Games, a guide to the latest PC-CD games complete with a cover-mounted disc on every issue – containing loads of top demos. We wish Chris and the team all the best with their exciting new projects.

Meanwhile Sega XS will continue with a new team, and SEGAPro has been



After six months at the helm, SEGAPro Editor Chris Marke has jumped ship to launch a unique new PC magazine. Also published by Paragon, PC Tactix will be the first-ever dedicated tips magazine for the PC. At last, PC owners will be able to enjoy the sort of massive

## MORTAL KOMBAT III LATEST

The most eagerly awaited sequel since...er *Mortal Kombat II* is finally nearing completion. That's right, very soon *Mortal Kombat III* will be beamed into an arcade near you, and American reports say that it is looking absolutely stunning. But that was inevitable, the good news is that Sculptured Software are already hard at work on the Mega Drive, SNES, Game Gear, and Game Boy versions for release later this year. Meanwhile Probe (the platform kings) are beaver away on PlayStation, Saturn, and Ultra 64 versions.

*MKIII* contains a total of 14 different fighters, some of which you'll have already met, and many new ones. As we went to press, Williams, the company behind the coin-op, were trying to persuade Robin Shou (the chap who is playing Liu Kang in the forthcoming *Mortal Kombat* film) to play the mighty dragon. Other positions are being filmed by models as opposed to martial artists, but characters who do look likely to remain in the fray for the third gripping instalment are Kano, Baraka, Kung Lao, Sonia Blade, and Jax. We'll keep you posted on the next chapter soon.

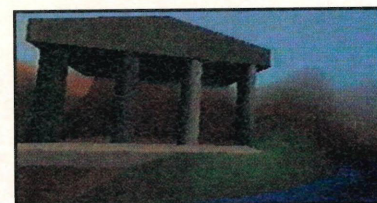
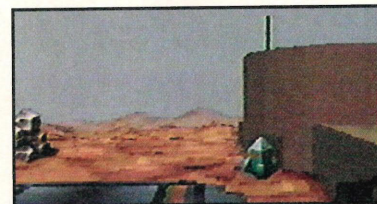
## 32X PURE SEX!

It may have had a bit of a rocky start what with the old price debate and the lack of quality software, but anyone who'd written off the 32X as a non-starter is in for a shock. A miracle has just come along to give the damn thing the kiss of life it needs – Scavenger.

Scavenger is a teaming of Denmark-based Zyrinx (the coders responsible for *Sub-Terrania* amongst others), and newcomers Lemon. Together they've produced a stunning array of 32X demos that launch the add-on into Saturn territory.

The demos feature fully texture-mapped landscapes with polygon buildings all blended into focus using a mist effect that makes the distant buildings fade into focus as opposed to appearing suddenly on the horizon. All of these move ultra-smoothly and at quite a considerable rate which we wouldn't have thought possible on the 32X.

No doubt you'll start to see these dazzling results incorporated into quite a few 32X games very soon, so then you'll really have something to stand up and shout about!



## FOX WINS OSCAR

Titus have just made a welcome return to the Sega market by announcing three exciting new products for the forthcoming months.

First up is *Whizz*, a 3-D isometric adventure in a similar vein to *Equinox* which features a bungling magician's apprentice of the rabbit variety who must traipse around splendidly drawn landscapes solving puzzles and generally being a rabbit.

And then there is *Oscar*, a novel platform game set in 'Tinseltown'. You guide the desperado through seven massive worlds as he tries his hand at being vampires, GIs, cowboys, and cartoonists. The nonlinear gameplay gives you freedom to go where you want, and there are loads of secret warps and bonus levels tucked away. Both games were developed by Flair and should see the light of day around Easter.

The third Titus licence is *Power Pigs*, but their PR chappie was rather tight-lipped about that one and would say nothing more than that it is going to be 'huge'. We'll have full reports on these games next issue, when hopefully we'll know what a Power Pig really is!





## SEAQUEST SURFACES

**T**•HQ are converting *SeaQuest DSV* onto the Mega Drive for release this summer. The game is based on Steven Spielberg's TV series of the same name, which follows the underwater adventures of a massive submarine in the 21st century. In the year 2018, most of Earth's population live in communities under the sea. The task of the huge *SeaQuest* submarine, piloted by Roy Scheider and Stephanie Beacham, is to protect these subaquatic cities from dangers such as nasty pirate subs.

The game, which will appear first on the SNES, puts you in full control of the submarine and all its hi-tech navigational, information and weapons systems. There's a total of 24 varied missions (divided into four sectors) to undertake as you steer *SeaQuest* through the ocean depths.

Each assignment requires the use of one of the five special vehicles on board. Some of these are



compact enough to get through small gaps, while others offer high speed and unique tools and weapons. For instance, the two-seater Crab is equipped with a drill and vertical thrusters which can be used to remove sediment during salvage operations, while the Sea Truck can lift objects.

The on-board computer recommends which vehicle to use, but it's up to you to choose. You can also take control of Darwin, the ultra-intelligent dolphin who can activate switches and swim against strong currents. Isn't he creepy?

All the 3-D vehicles have been taken directly from the Amblin Entertainment computer graphic files, so we can expect some incredibly smooth rotation and movement. Meanwhile the gameplay should have a strong tactical element coupled with enough underwater action to ensure this doesn't sink without trace. We hope to bring you a special preview of *SeaQuest DSV* in next month's SEGA PRO, so stay tuned to this channel. In the meantime take a peek at these very first MD shots, hot from T•HQ.



## DAYTONA CHAMPION



**T**he grand final of Sega's Daytona Challenge competition was held on 18 February at the Sega Dome in Colindale, London. Qualifying from 22 earlier heats held at Sega centres nationwide (with over 1200 entrants), 66 finalists raced it out for pole position on the brilliant *Daytona USA* coin-op.

First to the chequered flag was Gary Lee from East Dulwich, who wins a return flight for two and hotel accommodation for seven days in the USA. Second position went to Tzu Ching Chen from Acton, London; Third was Stuart Bamford of Erdington; and fourth was Alex Dix from Harrow. The runners-up won Sega hardware and assorted merchandise. Well done to all the demon drivers – if any of them challenges you to a race in your local arcade, steer clear!

## FLIPPIN' BRILLIANT!

**T**he fifth annual World Pinball Championship took place recently at the Park Central Hotel in New York City. Over 800 pinball wizards from nine countries (including the UK) ploughed through a blizzard to flip out with the best. Paul Madison, the 25-year-old assistant manager of a Minnesota cinema, earned the title of 'World's Greatest Pinball Player' by beating favourite and former champion Lyman 'Silk' Sheets (no kidding!) in a tight contest on four different tables including *Shaq Attaq*, *Frankenstein* and *The Shadow*. Cheered by a crowd of spectators, he racked up a huge score of 3,187,218,330 on the final table *Dirty Harry*. For his efforts, Madison won \$2,000, a trophy, and a new pinball machine.

Meanwhile 24-year-old student Natalie Baker of Connecticut won the Women's Division, and 15-year-old Joshua 'Razor' Sharpe (ho ho) from Chicago conquered the Junior Division. Sharpe told reporters that he wanted to grow up to be "the best pinball player the world has ever seen." He ain't no deaf, dumb and blind kid, then.

## ON ANOTHER PLANET



**S**ega have revealed just what their upcoming Neptune console will look like when it's released this autumn. An all-in-one combination of Mega Drive and 32X, it has a stylish black casing with similar curved contours to the 32X add-on. It looks a lot better than the two previous machines bolted together, anyway! There's a single cartridge slot on the top, accepting both standard MD and souped-up 32X carts.

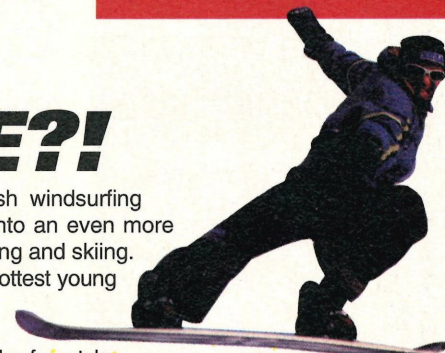
The Neptune is due to appear in September/October and, at around £200, is designed to attract new gamers who want to experience the power of the 32X but haven't even got a Mega Drive yet. Sega will boost its launch with the simultaneous release of more 32X titles, including *Virtua Fighter* and *Wing War* – a conversion of their dogfighting coin-op.

## SEGA ON SLIPPERY SLOPE?!

**A**fter sponsoring Damon Hill's Formula 1 car, then the British windsurfing champion (whose name we can't recall), Sega are moving onto an even more obscure sport: snowboarding – a hybrid of surfing, skateboarding and skiing.

The new 32X Sega UK Pro Snowboard Team comprises four of the hottest young British stars in the rapidly expanding sport. Becci Malthouse and Neil McNab are downhill racers who compete on the International Snowboard Federation world tour. Gemma Ryan and Steve Bailey are the freestyle experts, performing all sorts of skateboarding-style tricks on the piste and half-pipe.

If you fancy a go at this undoubtedly exhilarating sport, there are several indoor centres around the country where you can hire equipment and try it out. For more details, write to Steve Davies (I thought he played snooker!) at: British Snowboard Association, 5 Cressex Road, High Wycombe, Bucks HP12 4PG; Tel/Fax: 0494 462225.



## DOUBLE TROUBLE

**J**VC are set to unleash two bruising beat-'em-ups on the Mega-CD through distributors Virgin. Both *Samurai Shodown* and *Fatal Fury Special* are conversions of top SNK coin-ops.

A direct port of SNK's fifth smash in the popular '100 Mega Shock' series, *Samurai Shodown* puts fight fans up against huge Samurai warriors in ancient Japan. As in Sega's own recent Mega Drive version,

there are 12 characters to choose from, each possessing a unique fight style, weaponry, and special moves. The new CD game should be an even more accurate conversion with arcade-quality soundtrack, graphics scaling and unique fight perspectives.

In the other corner of the ring is *Fatal Fury Special*, pitting 15 differ-

ent fighters up against each other – including all the bosses from the *Fatal Fury II* coin-op. Each character has up to six different special moves including counterattacks and taunts. Larger arcade-style animation, faster game speed, more colours, and an all-new soundtrack should make this a champion beat-'em-up on the Mega-CD. We'll







## ALONE ON THE 32X

Interplay are currently working on 32X version of some top PC and SNES games. These include the legendary Infogrames PC adventure *Alone In The Dark 2*, which features stunning graphics to match the compulsive gameplay. Watch out for that later in the year.



Also taking form on 32X at the moment is *Clayfighter 2: Judgment Clay*, the sequel to the top-rating SNES beat-'em-up – whose recent MD conversion wasn't all that great, so we hope for better this time. It should be, featuring eleven clay characters (nine of them new ones) and using twice the animation of its predecessor. The game will also feature a new soundtrack, over six tournament types, and a training mode. We'll bring you more details very soon.

Other 32X releases on the way include *Blackthorne*, a fantasy sci-fi action adventure with a shotgun-toting hero, and *Casper*, licensed from the forthcoming Steven Spielberg movie. Release in the summer, the film will feature some amazing computer-generated effects by Industrial Light And Magic as a doctor and his young daughter explore a haunted house. The 32X game should materialise in the autumn.

## HARDCORE 32X

Core Design have released more details about their forthcoming 32X games, plus the first pictures. The 32X version of *BC Racers* features a split-screen two-player mode – missing from the previous Mega-CD game. It also uses the machine's powerful processing power to produce superfast scaled 3-D graphics in an impressive 256 colours.



The Derby-based developers, now part of the CentreGold group (which includes US Gold), are also converting their Mega-CD smash *Soulstar* to the 32X. Called *Soulstar-X*, this 3-D space blaster should be much faster than its predecessor, featuring more and bigger levels, 256-colour graphics, Silicon-Graphics-created morphing spacecraft, and fractal-generated 3-D terrains.

On a slightly more relaxing note, Core claim that *The Scottish Open Virtual Golf* will be the first golf game ever to utilise a real-time 3-D environment. Formerly known as *Tee Off!*, this 32X cart (also to appear on the Saturn later this year) features four 18-hole courses including the links course at Carnoustie – home of the 1995 Scottish Open. You'll be able to view the panoramic scenery from any angle with adjustable virtual cameras, zooming and panning to your heart's content.

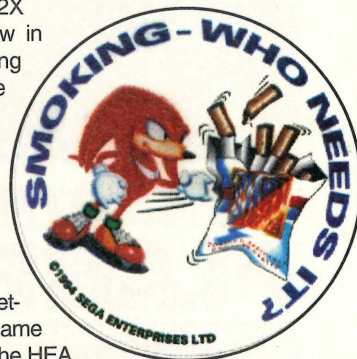
We'll have a full review of *BC Racers* in the next issue of SEGA PRO, along with full previews of the other two games.

## KNUCKLES STUBS IT OUT

Shortly to be starring in his own new 32X platform game *Chaotix* (see the preview in this issue), Knuckles the Echidna is using his new-found clout to help stub out cigarette smoking.

Sega have joined forces with the Health Education Authority to promote a non-smoking message to teenagers. This involves putting a specially created sticker – featuring Knuckles punching packet of fags – on the latest Sega games.

Commenting on the move, Sega's UK marketing director Noel Dardis said, "Sega is a cool name with every teenager. We hope that our link with the HEA will help communicate that it is definitely un-cool to smoke." Unfortunately it's all come too late for SEGA PRO's own Mark Pilkington whose New Year's resolution was to start smoking!



### CHARTS COMPILED BY GALLUP

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20	WINTER OLYMPICS	US GOLD	£44.99

#### MEGA CD...

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3	SHERLOCK HOLMES 2	SEGA	£49.99
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8	ECCO	SEGA	£49.99
9	WWF RAGE IN THE CAGE	ACCLAIM	£49.99
10	SONIC CD	SEGA	£49.99

#### GAME GEAR...

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7	SUPER OFF ROAD	VIRGIN	£29.99
8	STREETS OF RAGE	SEGA	£29.99
9	THE LION KING	VIRGIN	£29.99
10	SONIC THE HEDGEHOG	SEGA	£19.99

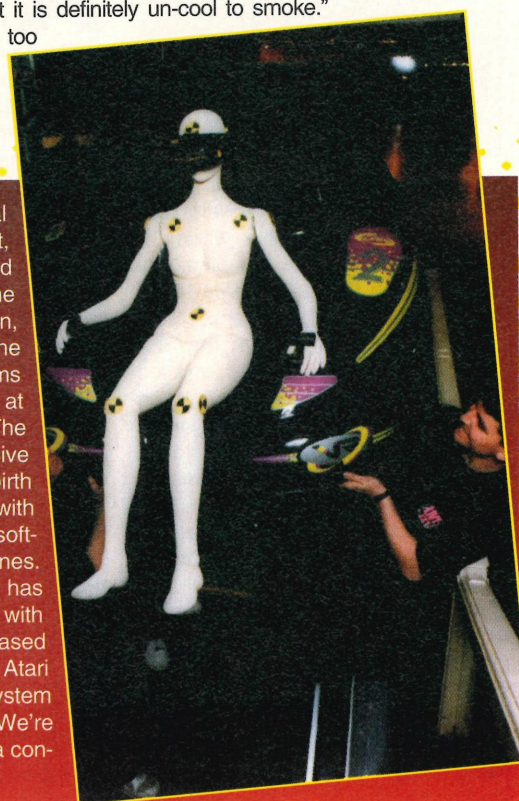
#### MASTER SYSTEM...

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5	DESERT SPEED TRAP	SEGA	£29.99
6	ANDRE AGASSI TENNIS	TECMAGH	£29.99
7	ROBOCOP VS TERMINATOR	VIRGIN	£32.99
8	DONALD DUCK	SEGA	£29.99
9	ROAD RASH	US GOLD	£29.99
10	DESERT STRIKE	DOMARK	£29.99

## VIRTUAL VEHICLE

Virtuality's Series 2000 virtual reality games machines have been installed in London's top family entertainment centre, the Trocadero in Piccadilly Circus. A crash test dummy was brought in to launch the special 'Buggy Ball' game with puts players behind the wheel of a host of virtual vehicles for incredibly realistic racing thrills. In fact, we've recommended that our own Mark 'Motorway Maestro' Pilkington practise his driving skills on it before he gets another car!

The world leader in virtual reality entertainment, Virtuality was founded (as W Industries) in the UK by Dr Jon Waldern, who developed one of the first virtual reality systems during his PhD at Loughborough University. The company has seen a massive expansion since its 1987 birth and signed a contract with Sega in 1993 to develop software for Sega VR machines. Since then Virtuality has announced joint ventures with both IBM (for a PC-based portable VR system) and Atari (to produce a VR games system for the Jaguar console). We're still eagerly awaiting a Sega console VR system, though.





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Sega Magazine,  
March 1995.

90%

Sega Pro,  
Easter 1995.

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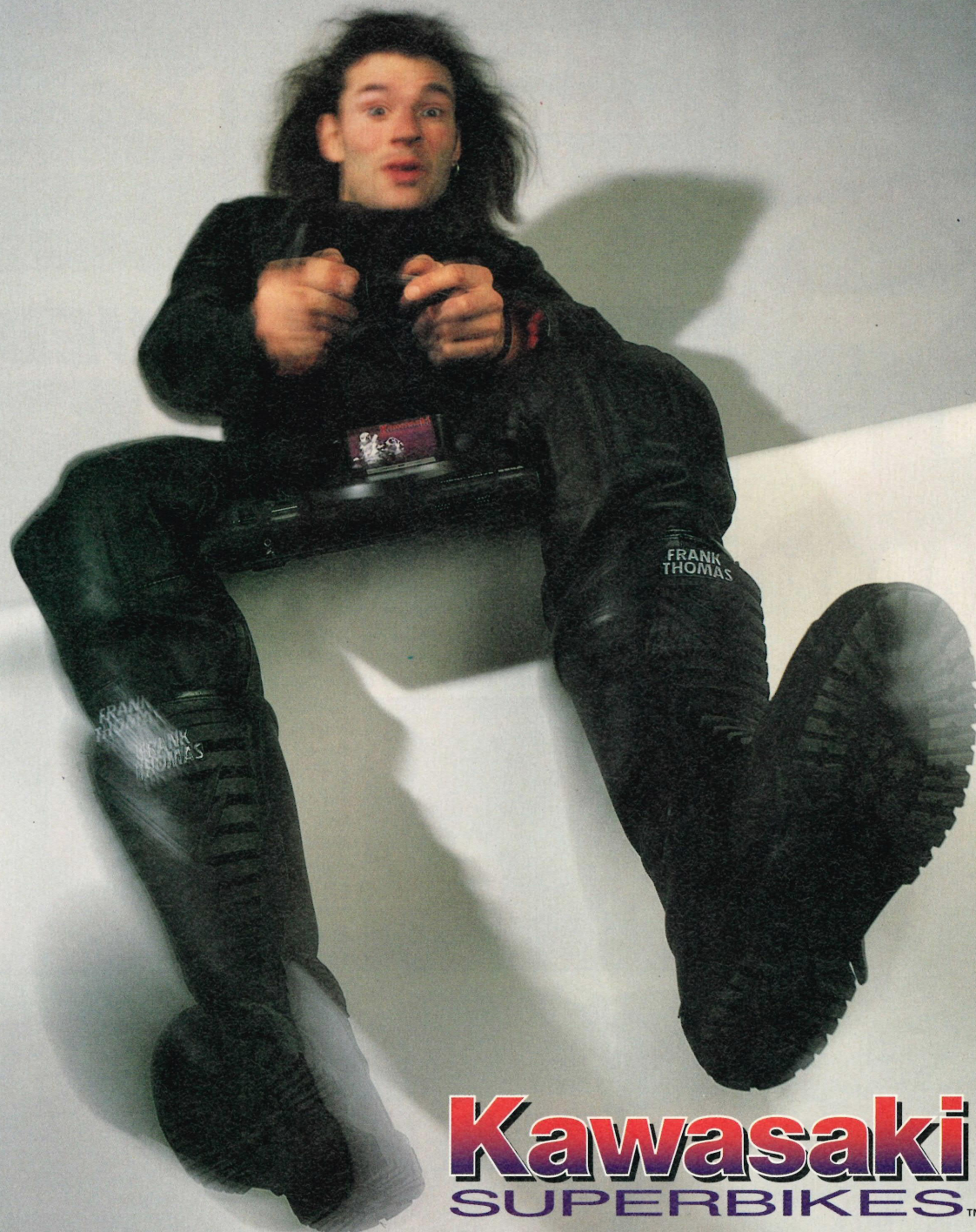
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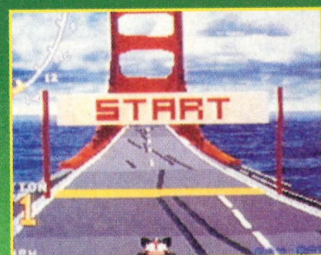
TIME WARNER  
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## VR RACING - BETTER THAN LIFE!

**T**he ultimate F1 game that put driving sims back on the map is coming soon to a Saturn near you. *Virtua Racing* is being developed for the Saturn by Time Warner and will be available to buy by the end of the year.

Following hot on the heels of the Mega Drive and 32X versions, we're happy to announce that *Virtua Racing* has undergone somewhat of a pit-stop for its Saturn debut. The most striking transformation is that the number of tracks has



been beefed up from a puny three to a rip-roaring nine. And if that wasn't enough to tempt VR fans all over the world to start saving, there will now be five different cars to choose from.



## SATURN PLAGUED BY PARODY

**H**ot news this month is that Konami are set to release their smash-hit shoot-'em-up *Parodius* on the Saturn. *Parodius - Deluxe Pack* is scheduled for a May release and looks set to walk all over the humble PlayStation version. The Saturn version does away with the annoying black borders at the side of the screen, and we're also reliably informed that the huge boss sprites move considerably smoother, plus a list of their weak points flashes up on screen before the confrontations.

Could this Saturn release be another nail in the coffin for the Sony PlayStation? With many of the PlayStation's aces

scheduled for a Saturn release, plus the fact that Sega are in the process of converting their back catalogue of top-quality arcade titles, the Saturn certainly looks set to be at the forefront of the new generation of 'superconsoles'.



## ... CONSOLE CHARTS

1	(2)	PUYO PUYO 2 (MD)
2	(NE)	LUNAR (CD)
3	(NE)	PUYO PUYO 2 (GG)
4	(NE)	SPACE HARRIER (32X)
5	(NE)	STREET OF TOR (MD)
6	(NE)	THE ALCHEMIST'S STORY III (GG)
7	(NE)	STAR WARS ARCADE (32X)
8	(NE)	VIRTUA RACING DELUXE (32X)
9	(NE)	DOOM (32X)
10	(NE)	MAGIC KNIGHT LAYERATH (GG)

## HE'S BEEEEE

**D**aedalus is the name of the Saturn's new Doom-beater, set to be released in Japan at the end of March. The entire landscape is totally modelled in 3-D, creating one of the most realis-



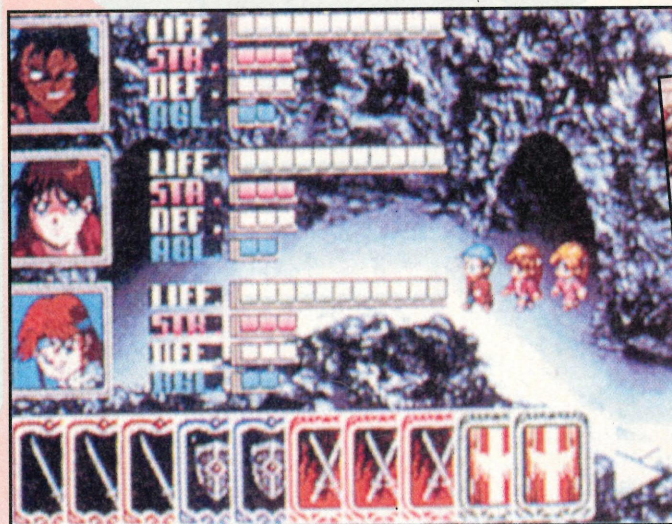


# BLUE SEEDS, AH-OY!

**T**he new RPG *Blue Seeds*, soon to be released for the Saturn, is apparently going to feature a totally new and revolutionary combat system using cards. The system plans to introduce a new level of sophistication and strategy to battles, where various tactical elements can be introduced into play. It all sounds a bit like the old Barcode Battler concept, only the graphics should be a whole lot better on Saturn!

Many features are available for this battle system, as on-screen graphical effects are initiated by each card. Each character in the battle scenes is appropriately animated. There are an enormous number of animated screens, and the overall effect is similar to TV animation.

There is more than one type of animation that can be involved in any scene – each character uses unique attack features, or patterns of animation, and these are dependent on the card and weapon chosen by the player. Blimey, these Japanese sure know how to fit a lot into their games, don't they?



Play your cards right and you could be a big winner tonight!



Time to touch base and all that. Yes, the Saturn's about to pitch up a baseball game – no doubt the first of many.

## HIND YOU!

tic experiences yet seen on a computer game. Viewed from a first-person perspective, the on-screen action follows your character as he (or she) attempts to survive in the harsh and brutal future. Trapped in a fortress, it's your task to find the exit on each floor and make your way through the hundreds of levels in the building. This looks like a promising Saturn release, and with features like auto-mapping and the ability to save your game whenever you want, how can it fail?



## ARCADE CHARTS

1	[1]	VIRTUA FIGHTER 2
2	[1]	ACE DRIVER
3	[1]	IRON FIST
4	[3]	RIDGE RACER
5	[1]	SUPER REAL MAYJAN PV

## NIP BITS

●Metal Fighter MIKU will be released on the Saturn sometime during the summer months. The game is based on a popular Japanese TV programme and as you read this, 19 of the actors involved with the programme are tucked away in a studio recording the narratives.

●The great Saturn/PlayStation war continues with official sales figures going public in Japan. At the end of 1994, the Saturn was ahead by 450,000 units to the PlayStation's 300,000. The new software being lined up for each console could dramatically affect the figures in either machine's favour, but it's still a

pretty close call.

●The General Manager of the American-based Lucas Arts Entertainment company, Jack Sorenson, recently paid a trip to Japan to negotiate the prospects of branching out into the Saturn market. He took particular interest in the 32-bit hardware as a means to produce high-quality games using 3-D technology as seen in *Dark Forces* on the PC. Although the names of the titles haven't been released to the press at this time, four games are scheduled for release in 1996.

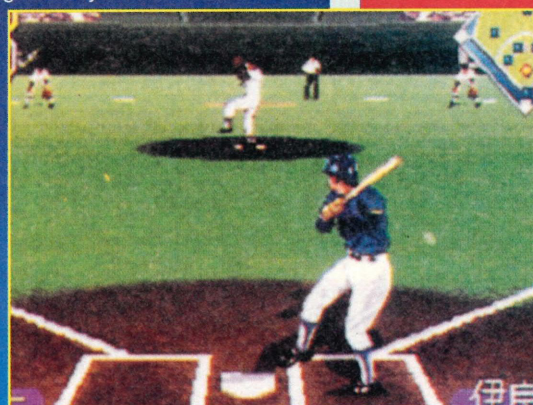
●Sega have just announced that they'll be taking on board Microsoft's *Soft Image 3-D* as an official Saturn development tool. This package is primarily

## STRIKE THREE... YOU'RE OUT!

**T**he major-league American baseball players may be on strike at the moment, but that doesn't mean that we have to sit around all day watching the grass grow. In fact, thanks to a new game coming out soon in Japan, we can while away those tedious hours playing baseball! Kind of.

You see, a new game coming out from the land of the rising sun called *The Greatest Nine* uses real digitised graphics, polygons and samples to represent the action. Not only that, but the game also uses the real names of players from the 12 Central and Pacific teams in the Japanese league – not that we'll recognise any of them!

The usual baseball viewpoint is used for most of the action, but the screen scrolls to follow the ball which makes a nice change. There is one catch, though – you'll need to own a Saturn if you want to play it!



used to create devastating 3-D images as seen in the hit film *The Mask*, and more recently in the arcade version of *Virtua Fighter*. So expect to see dazzling results.



COMPO



MEGA-32X

# Generation 32X!

**A trio of  
32Xs are up  
for grabs in  
our corking  
competition!**

**Win!**



**R**oll up, roll up, roll up! SEGAPro, in association with those wild 'n' crazy guys at Sega, has decided to go completely mad and give away – yes, **GIVE AWAY!** – three brand-new Mega-32X machines. One of the three lucky winners will also get a copy of Sega latest 32X mechanical monster game, *Metal Head*. Not only that, but there's also the chance to grab yourself an exclusive Mega-32X T-shirt if you're lucky enough to be one of the five runners-up.

The Mega-32X is the most sought-after piece of hardware on the streets today. With it, you can turn your humble Mega Drive into a superconsole capable of running top games such as *Doom*, *Star Wars Arcade*, *Virtua Racing Deluxe*, *Mortal Kombat II*, and the ground-breaking 3-D blast-'em-up *Metal Head*. Plenty of other titles are in development for it, too, including that classic arcade penny-puller *Virtua Fighter* – due this autumn.

By now, the question that's on the whole nation's lips must be... "Whatever do I have to do to win this great prize? Break into Buckingham Palace and get the Queen's autograph? Swim across the Atlantic Ocean, wearing only a flimsy pair of trunks for protection? Compose a new number-one song for Take That?"

Well, no – all you have to do is answer the following couple of questions and use your imagination to fill in the tricky tie-breaker...

**1**

**What is the name of the main baddie in Virtua Fighter?**

- A. Dural
- B. Duracell
- C. Ryan Butt

**2**

**What machine do you take control of in the game Metal Head?**

- A. A giant Mech
- B. Slash from Guns 'n' Roses
- C. Mark Pilkington

**TRICKY  
TIE-BREAKER**  
Tell us what lengths you'd go to in order to win a 32X – the funnier and more outrageous the better!

Post your answers to: I'LL DO ANYTHING FOR A 32X!, SegaPro, Paragon Publishing, Durham House, 124 Old Christchurch Rd, Bournemouth BH1 1NF. The closing date is 20 April and the usual competition rules apply.



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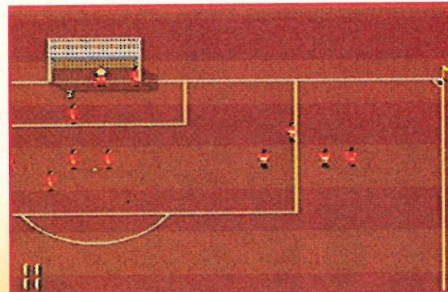
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PREVIEW

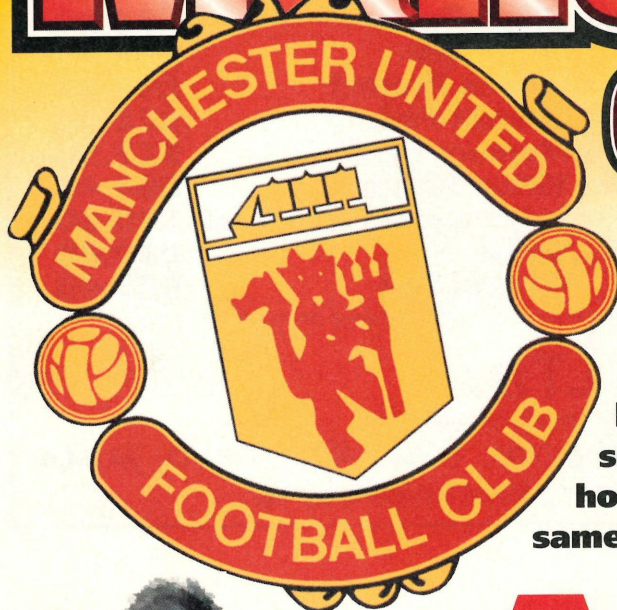


I hope that figure lining up to take the penalty isn't called Chris!



As that man steps back to take the corner, there sure are a lot of red shirts in the box.

# Manchester Championship



Apart from the notorious Cantona incident, Manchester United have remained the force to be reckoned with in the Premier League. Okay so they may be a bit patchy away from home now and again, but when Old Trafford is the venue, challenging teams seldom make it out alive. Ryan Butt checks out Ocean's homage to this legendary team to see if it generates the same wave of excitement.

**A**s a complete football package, *MUCS* boasts good credentials. Sensible-style action, *Player Manager*-type managerial aspects, plus all the big names in soccer today make it a very tempting purchase for any self-confessed ball-head.



Developed by Moorgate-based Krisalis Software, *MUCS* first emerged on the Amiga last year under the name *Premier League*

I spy at least three unmarked comrades in the area.

*Champions* and was an instant success.

It goes without saying that this package is simply bursting with an abundance of options to fathom out the Terry Venableses from the

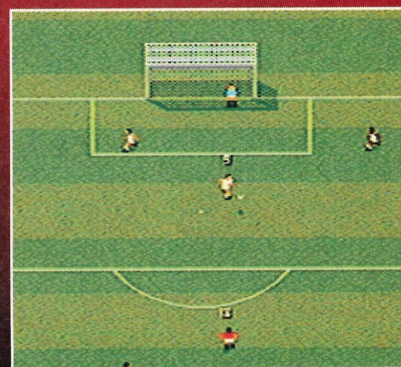
Graham Taylors! You start off by selecting the actual game options which consist of Commentary (a bit tosh, so probably not worth bother-

## TAKE A DIFFERENT VIEW

**W**e mentioned that *MUCS* is normally viewed in an isometric fashion similar to *FIFA*, but at any point in the game you can alter the perspective to a overhead style – as favoured by such classics as *Sensible Soccer* and *Kick Off*.

We found the overhead view to be a lot easier to manage because the goal-scoring angles are easier to work out. But if you favour a classier appearance, then the isometric view allows you to

view more of the pitch to see where your players are at all times.







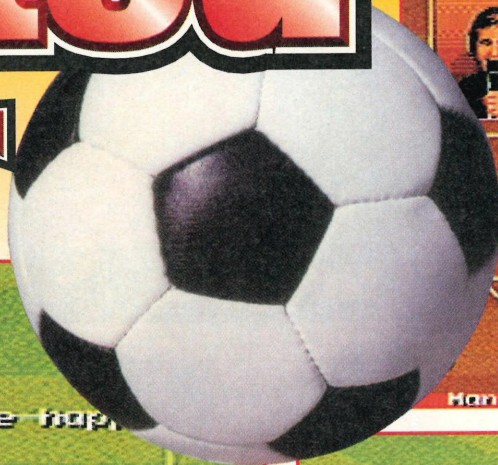
With a devilish curl, the ball cruises into goal territory.

## CUSTOM LEAGUE

This option allows up to four human players to design their own league competition containing up to 24 teams. You have the say on how many points are awarded for a win, or draw, plus how many times each team plays the others. You can also choose between a specific or random pitch selection.

As the league progresses, a table will be shown to chart each team's progress. Highlighted will be matches played (P), matches won (W), draws (D), and how many goals have been scored for (F), and against (A) your team. This is rounded off by how many points your team has accumulated in the league so far.

# United Soccer



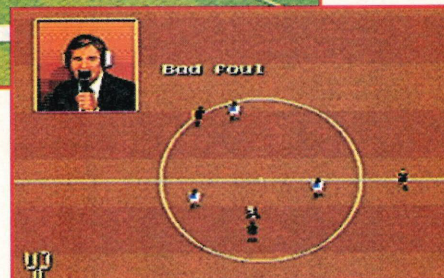
Come back Jimmy, all is forgiven!

ing with), whether or not you want the ref's intervention, the length of each half, and if you want to try your hand with the varying weather conditions.

Once you've done the background modifications you'll be asked to select which challenge you'd like your star team to participate in. There are three different modes on offer: Custom League, Single Match, and Season (see the various boxes for more details). Despite being a game primarily based on Alex Ferguson's red devils, in actual fact there are 72 different teams to choose from, be it from the Premiership or Europe, plus there are All-Star teams which group together the greatest English, French, German, and Spanish stars. If that wasn't enough, there is even



A good evening for Spurs – gee, that Glinnsmann bloke sounds familiar.



Surely there's no such thing as a good foul?



The reds are lining up to take shots at goal.

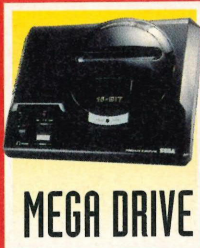
lighted to determine which players are best suited to the various positions – although the default settings will get you underway nicely.

an All-Time Great team drawing together such past wizards as Pele, Best, Moore, Charlton, Matthews, Maradona, and Zico (although their names have been subtly altered!).

Now is the test of whether or not you've got what it takes to be a top manager because you'll then have to pick your team's formation, tactics, and which players will be nominated to take the free kicks and penalties. To help you decide, a list of stats depicting player attributes can be high-



PREVIEW

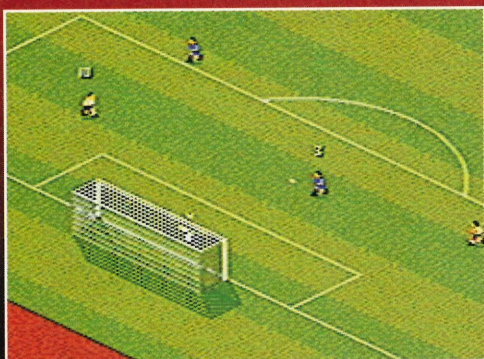


# Manchester United

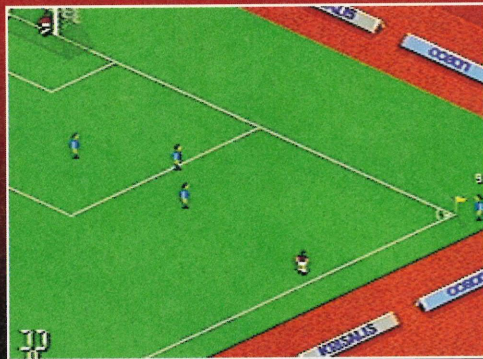
## Championship Soccer

### WHATEVER THE WEATHER

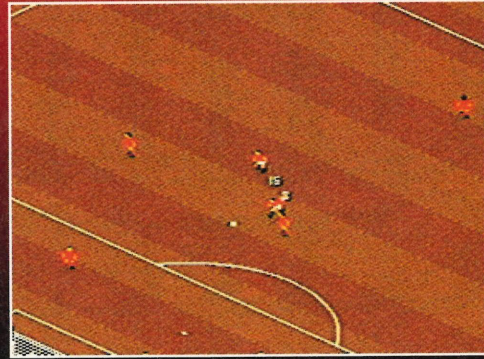
**A**s well as being a top manager, *Manchester United Championship Soccer* also allows you to play God and select the what sort of weather you play in. Here are the conditions on offer, each affecting the play in a different way...



**DRY**



**NORMAL**



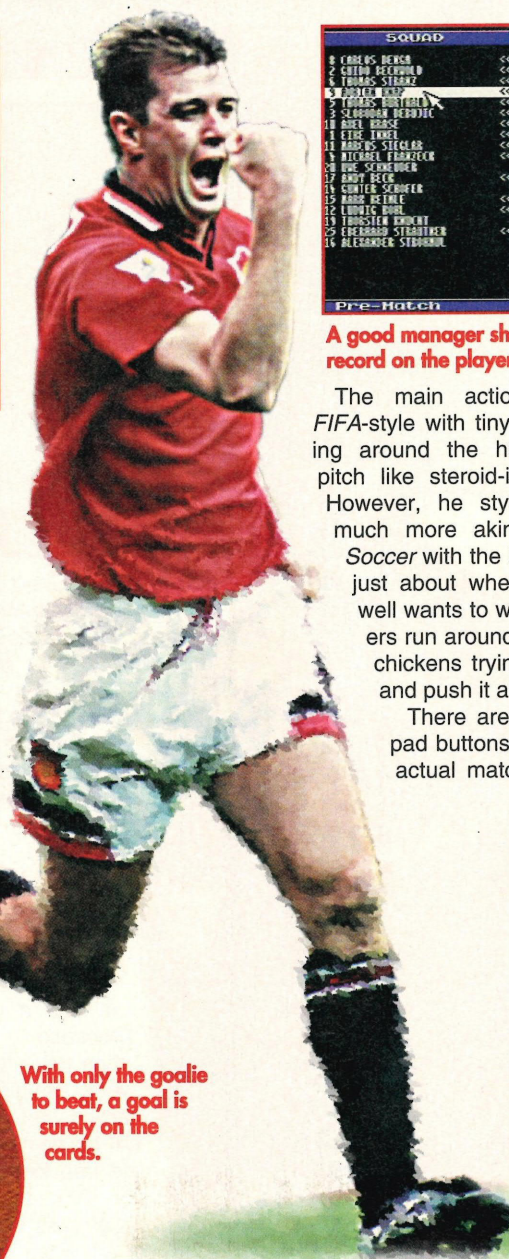
**MUDDY**



He's got football pie all over his shirt!



A Blackburn player bites the turf after a heavy tackle.



With only the goalie to beat, a goal is surely on the cards.

SQUAD	STATS	FORMATION
1. CARLOS BERRA 2. GUYO BERRA 3. THOMAS STARR 4. THOMAS STARR 5. THOMAS STARR 6. THOMAS STARR 7. THOMAS STARR 8. THOMAS STARR 9. THOMAS STARR 10. THOMAS STARR 11. THOMAS STARR 12. THOMAS STARR 13. THOMAS STARR 14. THOMAS STARR 15. THOMAS STARR 16. THOMAS STARR 17. THOMAS STARR 18. THOMAS STARR 19. THOMAS STARR 20. THOMAS STARR 21. THOMAS STARR 22. THOMAS STARR 23. THOMAS STARR 24. THOMAS STARR 25. THOMAS STARR 26. THOMAS STARR 27. THOMAS STARR 28. THOMAS STARR 29. THOMAS STARR 30. THOMAS STARR	90 91 91 89 90 96 81 83 92 100 45 38	4-4-2 FORMATION 1. SUBSTITUTED 2. SUBSTITUTED 3. SUBSTITUTED 4. SUBSTITUTED 5. SUBSTITUTED 6. SUBSTITUTED 7. SUBSTITUTED 8. SUBSTITUTED 9. SUBSTITUTED 10. SUBSTITUTED 11. SUBSTITUTED 12. SUBSTITUTED 13. SUBSTITUTED 14. SUBSTITUTED 15. SUBSTITUTED 16. SUBSTITUTED 17. SUBSTITUTED 18. SUBSTITUTED 19. SUBSTITUTED 20. SUBSTITUTED 21. SUBSTITUTED 22. SUBSTITUTED 23. SUBSTITUTED 24. SUBSTITUTED 25. SUBSTITUTED 26. SUBSTITUTED 27. SUBSTITUTED 28. SUBSTITUTED 29. SUBSTITUTED 30. SUBSTITUTED

A good manager should always keep a record on the player stats.

The main action is viewed FIFA-style with tiny sprites dashing around the huge isometric pitch like steroid-induced fleas. However, the style of play is much more akin to *Sensible Soccer* with the ball free to roll just about wherever it damn well wants to while your players run around like headless chickens trying to control it and push it along.

There are only two joystick buttons in use for the actual matches, so don't

expect too much in the way of fancy ball control. You're left with just a standard pass and kick button with which to cut your opponent's defence apart and slam the ball into the extremely small goal. Make no mistake, the action is thick and fast and barely lets up apart from when the ball goes out of play. Headers and other fancy moves are activated auto-

matically when a player is in position, leaving you free to just thrash away at the buttons at will until a result is achieved.

A good aspect which is seldom capitalised on in most soccer games is when a player gets hit with a nasty tackle. This affects their play considerably as their speed rapidly deteriorates and their creative input into the game becomes virtually nonexistent – leaving them no alternative but to take an early shower whilst you ponder which player to replace them with.

### SINGLE MATCH

**T**his is basically a friendly which allows one player to take in the might of the computer, or allow two humans to battle it out. You simply select the teams from the extensive list of 72, and then head out onto the pitch to establish which side rules and which team sucks.

This is a good method of learning the various managerial elements whilst getting used to the controls and style of play – remember, each team is different and plays in different fashion to the others, so try and master at least one team before experimenting with others.





Kenny Dalglish won't be happy with that result. But then have you ever seen him smile?



Just in case you'd forgotten, here is the full Man Utd line-up.

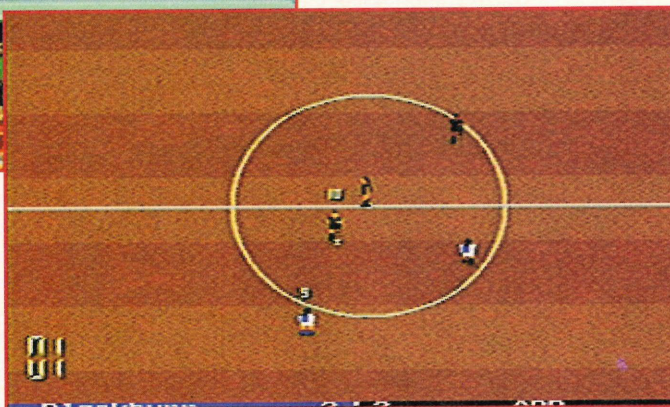


ARSENAL	BOUSSIA DORTMUND	AEK ATHENS
ASTON VILLA	B. HONCHENGLADENACH	AUSTRIA SALZBURG
BLACKBURN ROVERS	Eintr. FRANKFURT	BENFICA
CHELSEA	FC KAISERSLAUTERN	SLOVAN BRATISLAVA
COVENTRY CITY	UFB STUTTGART	STEAU BUCHAREST
CRYSTAL PALACE	SV HENDEN BREMEN	GALATASARAY
EVERTON	ATHLETIC BILBAO	SERVETTE GENEVA
IPSWICH TOWN	FC BARCELONA	IFK GOTHENBURG
LEEDS UNITED	DEPORTIVO	HACCABI HAIFA
LEICESTER CITY	ATLETICO MADRID	DINAMO KIEV
LIVERPOOL	REAL MADRID	AC MILAN
MANCHESTER CITY	SEVILLA FC	SPARTAK MOSCOW
MANCHESTER UNITED	REAL SOCIEDAD	SPARTA PRAGUE
NEWCASTLE UNITED	VALENCIA CF	RANGERS
NORWICH CITY	AJ AUXERRE	SILkeborg
NOTTINGHAM FOREST	BORDEAUX	HANDJUR SPLIT
N.P.C.	AS CANNES	UAG FC SANSUNG
SHEFFIELD WED.	MARSEILLE	LEGIA WARSAW
SOUTHAMPTON	AS NANCY	ENGLISH LEAGUE STARS
TOTTENHAM HOTSPUR	MONTEPELLIER HSC	FRENCH LEAGUE STARS
WEST HAM UNITED	PARIS ST. GERMAIN	GERMAN LEAGUE STARS
WIMBLEDON	AS SAINT-ETIENNE	SPANISH LEAGUE STARS
BAVER LEVERKUSEN	ALBA	EURO-LEAGUE STARS
BAVERN MUNICH	AMSTERLECHT	ALL-TIME GREATS

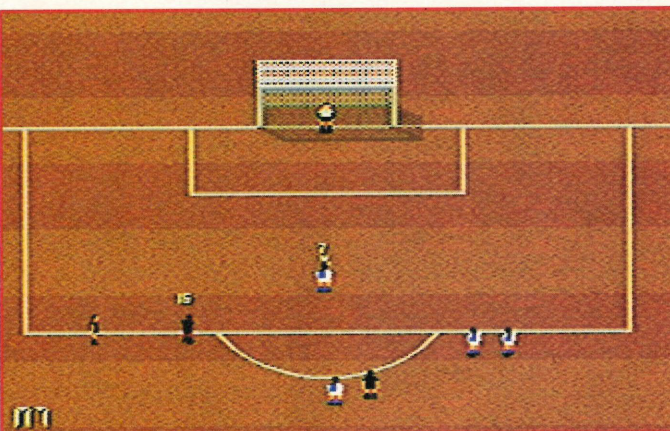
Teams Required: CPU-0 Human-0



To prevent a clash of colours, you choose your opponent's kit.



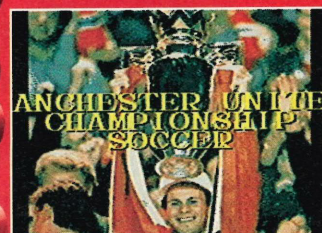
Maybe if you didn't keep popping up I might be able to see the goal!



Blackburn have a penalty. I hope Shearer doesn't slip ass over tit on the mud!



OCEAN  
£39.99  
OUT: APR



## COMPLETION

### 1st IMPRESSIONS

Fans of Manchester United football club are undoubtedly in for a real treat with this game, but what about the folks just after a decent football sim? Well, the managerial aspects are a welcome addition to the play, with lots to keep you busy as you guide your chosen team through the season.

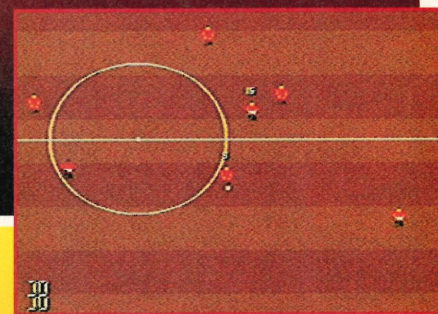
On the action front, it doesn't seem particularly original, bearing more than a passing resemblance to *Sensible Soccer*. The different pitch views make it more appealing to look at, but the sprites are microscopic and the pace is perhaps a bit too fast to cope with. On this early version at least, we had a lot of trouble getting to grips with the ball control, which requires a lot of practice. As it stands, our hopes aren't particularly high for this to pummel *FIFA '95* in the console premier-ship. But you can never write off Manchester United, so we'll just have to wait till the finished version to decide whether this is championship material.

## SEASON

This is more like it. You step into the sweaty Hush Puppies of top manager as you lead your selected team through several gruelling months of football. Definitely not for those with a wandering mind, the season requires full concentration as you tackle the full league programme and compete in the major cup competitions. Naturally, this doesn't have to be played out in one long stint and can be recorded at certain points to prevent you from starting over each time. Are you skilled (or fluke!) enough to win the championship?

## ALL IN A GAME

As well as everything we've mentioned, *MUCS* has also got reams of stats crammed into the petite 8Mbit cart including top scores, league tables, squad fitness, performance and manager history. But even if you're just after a comprehensible footy sim, this game certainly doesn't disappoint, because once mastered, the matches can be played with jaw-dropping smoothness and efficiency as you learn how to pass the ball accurately and get to grips with the various lobbs, chips, and aftertouch factors. As they say, this is a game of two halves!

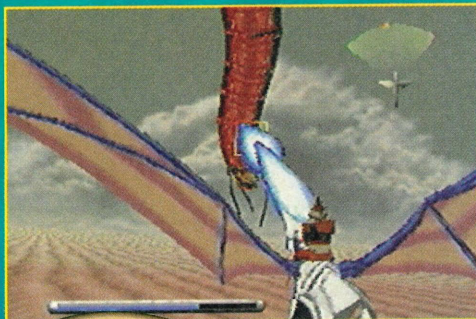




PREVIEW



SATURN



Flying into a gloomy cave, you have to blast scuttling creatures.

# PANZER DRAGON



What are these funny flowers doing on the water's surface? I dunno but they're sure to hold some nasty surprise.

Riding into a mystical world of gorgeous 3-D scenery and huge dragons, **SEGA PRO** takes a closer look at the latest Saturn stunner...

(Right) At the end of the first level, you come up against a big alien craft hovering in above a galleon.



(Left) You can zoom the view right out so your dragon is in the distance, to get a wider view.

**S**ega's Saturn super-console may not be available officially in Europe until September/October, but the heftily priced imported machines are already causing a stir with games such as *Victory Goal!*, *Clockwork Knight* and the near-perfect conversion of *Virtua Fighter*. But if you thought these titles were pretty amazing, *Panzer Dragoon* is going to knock your socks off!

Easily the most visually stunning Saturn game yet, it starts in epic fashion with a five-minute-long rendered intro to illustrate the mythical story line. Resembling one of those state-of-the-art computer graphics

animations, it culminates in your character being mounted on the back of a giant (and quite ferocious-looking) dragon.

The precise ins and outs of the weird Japanese plot aren't clear, but the game basically involves you sitting on the dragon's back, blasting away like mad at the plentiful enemies as you fly through each 3-D level. Although your general course is set (you can't turn back and go in reverse), you can freely steer left/right and move up and down to avoid contact with the astoundingly smooth and fast-moving scenery. For instance, at some points you need to fly accurately through gates and narrow passages to avoid losing

energy (shown by a bar at the bottom of the screen).

Of course, there are also plenty of enemies to worry about, especially as they attack from all sides. This is where the ability to rotate the view a full 360° really comes in. Spotting enemies on your dragon's 'radar', you'll often need to look to the sides or backwards to shoot them with plasma bolts or homing missiles. In addition you can zoom the view in and out to suit the situation (see 'A Different View' box).

With so many enemies constantly attacking, this is one hell of a furious shoot-

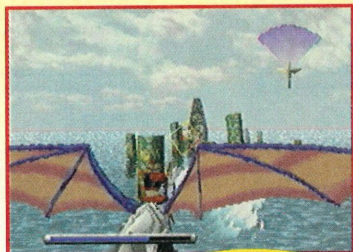
em-up. There's certainly little time to admire the gorgeous scenery which is incredibly smooth and moves at lightning speed. In fact, *Panzer Dragoon* is a pleasure just to watch, never mind play. **SP**



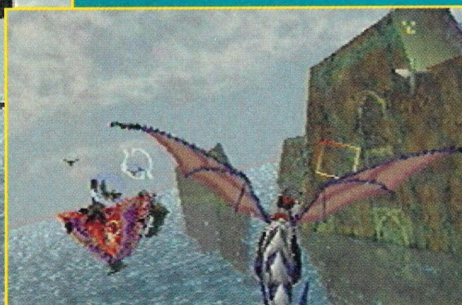


## A DIFFERENT VIEW

**T**here's no flicking between set views in this game: you simply rotate the 'camera' around at will to shoot at enemies attacking from the front, sides and back. In addition, you can zoom the view: from far out with a tiny-looking dragon, to a true first-person perspective when fully zoomed in.



Looking to the side, you spy a watery blob behind your flapping wing.



As well as blasting away at the many baddies approaching from various directions, you have to fly your dragon around to avoid hitting the scenery.

With the boss straight in front of you, it's time to blast him with plasma bolts and homing missiles. He takes loads of hits to kill.

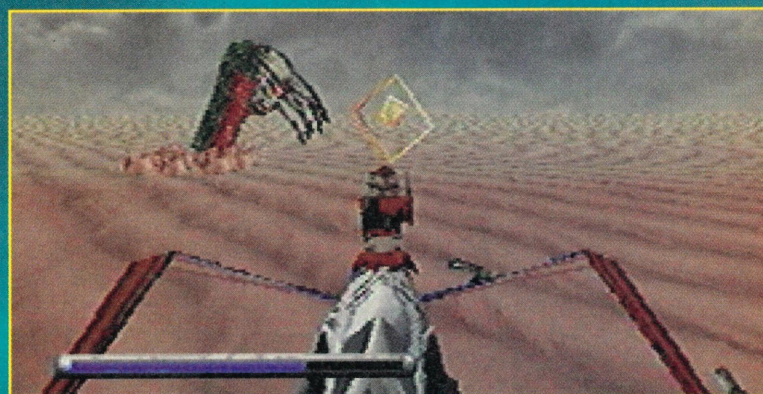
## ALL IN A GAME

**S**ix of the game's eight levels are now complete and they've been slightly rearranged since our first look at the game in issue #40. After the lengthy intro sequence, the action now starts with a level set above the ocean – complete with realistic wave animation. Putting you straight in at the deep end, all sorts of nasty creatures surround you, including fast-flying bats which attack from all angles. You certainly need to be on your guard, keeping an eye on your radar so you can quickly swivel the view to blast enemies coming in from behind or the sides. You have two weapons at your disposal: standard rapid-fire plasma shots and homing missiles which are unlimited but take vital seconds to activate.

After lots of adrenaline-pumping action, you eventually reach the first big boss: a pirate ship with oars sticking out – and a huge alien craft hovering above it (weird, eh?). This takes some tricky manoeuvring and a hell of a lot of shots to kill.

Following a brief inter-level rendered scene, it's onto the second level which is set in a barren desert. This is where things really start hotting up as giant sandworms (reminiscent of the ones in the film *Beetlejuice*) suddenly burrow upwards to catch you by surprise. There are hundreds of the nasty suckers popping up, sending waves of sand billowing out in their wake.

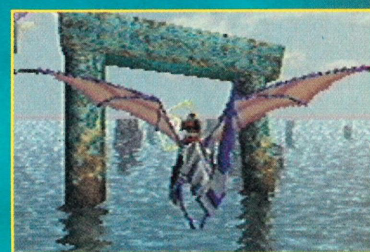
You're then confronted by the evil dragon seen in the intro, which apparently keeps haunting you throughout the game. After a duel with this, you flee inside a cave where crab-like scavengers scuttle along the floor below. Careful flying is needed to avoid energy-draining collision with the rocky scenery.



A giant sandworm appears in the distance on the second desert level. There are hundreds of the things and they get a lot closer than this.



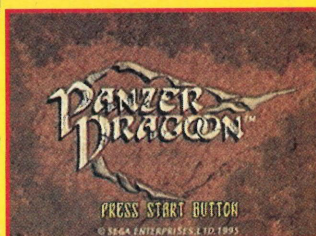
With the view zoomed out, you take on the first end-of-level boss. Good tactics are needed to defeat it.



At certain points, you're forced to fly safely through bits of scenery like these rock gates.



**SEGA  
ETBA  
OUT: MAR**



## COMPLETION

### 1st IMPRESSIONS

There's no doubt about it, *Panzer Dragoon* is the most impressive game yet seen on the Saturn. The 3-D scenery is not only incredibly detailed but flies past at an alarming rate, rotating and zooming smoothly as you change the angle of view. Then, of course, there's your dragon itself, made up of hundreds of polygons and flapping its wings as it flies around. Even more impressive are some of the enemies, particularly the giant sandworms which sometimes appear very close so you can appreciate the level of detail as the ferocious monsters arc towards you – that's if you're not hiding under the table!

As well as the obvious visual treats, the game boasts a thumping orchestral soundtrack and some surprisingly furious blasting action requiring quick reactions and good tactics. We eagerly await the game's Japanese release in time for a full review next issue. This should be the best Saturn title yet – at least until the arrival of *Daytona*.



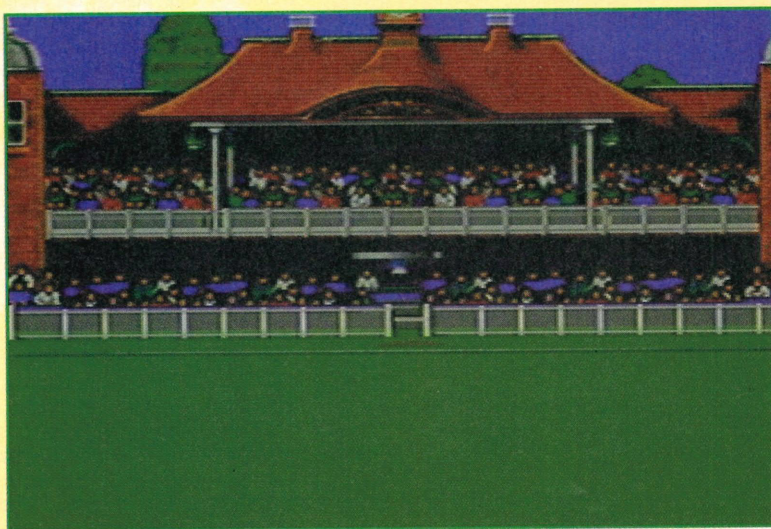
PREVIEW



# Brian Lara Cricket

**Sarah Moran dons her whites, gets grass stains down her trousers, and strikes fear into the hearts of the world's top players with a formidable attack on their bails.**

The crowd go wild in the stand as another boundary is scored. Well, they give a ripple of applause, at least!



You can select a default team or pick your own from both current test players and all-time cricketing heroes like Don Bradman and Viv Richards.



If summer days still seem far away, then a civilised game of cricket could be just what you need to chase away the spring showers. "Cricket?", I hear you cry. "Cricket on the Mega Drive?". Well, yes, I know it hasn't been done before but that doesn't mean that it shouldn't have been. It is also a perfect excuse to reminisce about leather on willow and the odd googlie... but that's another story which I perhaps should save until I know you a little bit better!

Not only have Codemasters designed the first cricket simulation to play on a games console, they have managed to get the greatest cricketer ever to endorse and star in the game. Brian Lara is the best. He has the world record for the number of runs in a test match innings – 375 to be exact. He also racked up an astonishing 501 runs (not out!) in one innings for his club Warwickshire. Brian is now a regular in the West Indies test team and is the highest paid player in the world – so we can assume he knows his cricket!

The game has the potential to be really smooth simulation, bringing real cricket to your screens. It is fairly simple to master: you bat or

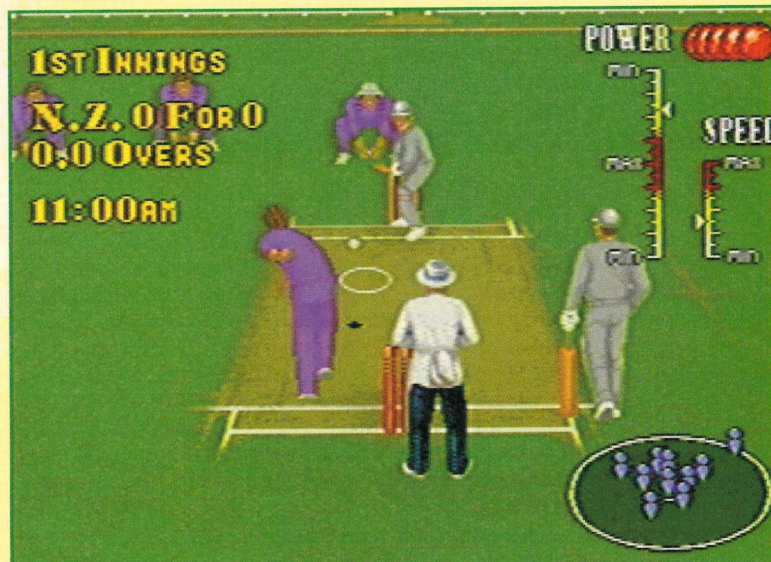
field and control one man at a time. There is quite a bit of strategy involved, but it is not essential to be part of the Botham family to be able to win – lucky for me!

There are ten international sides to choose from, one of which is a dream team made up of the best 11 players in the world – all of them have scored an amazing 300 runs or more! Big Tip: this is the team to go for if you want to win in true style.

You can even play in whites or in new trendy colours (which look a bit like those pyjamas your mum used to make you wear when you were too small to complain).

As well as playing against a friend, you can be on the same side in the novel cooperative two-player mode. There's also the option to clue up on the computer's tactics by being a spectator. A clever feature is the ability to change the angle of play. This certainly can fool your opponent by blocking his view of the wicket or bowling from a side angle. It's a neat little trick and works almost every time.

Just like the real thing, the weather can turn nasty and stop play. You can also pause for a bite to eat when play stops for lunch. Very civilised.



Lots of skill is needed to aim your delivery and set the power and speed to try and hit the wicket.

## ALL IN A GAME

This is a 16Mbit game with battery backup which means you stop and save games whenever you like – a good thing with those lengthy test matches. You can get the computer to

pick players for you or hand-select your favourite bunch. There is also the option of playing a test series which can last up to six matches.

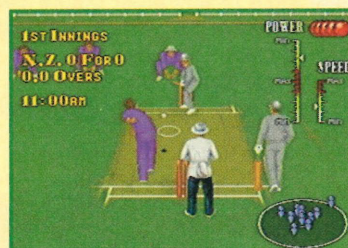
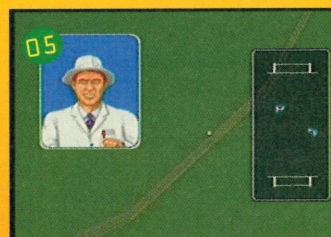
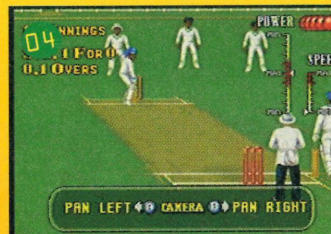
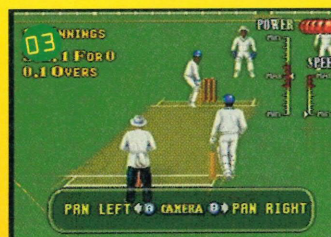
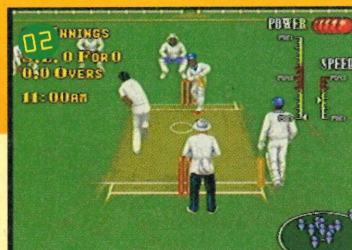
You can control play with the strategy options, choosing to spin as you bowl, or going for an underarm approach. Similarly, you can place your fielders in different positions when you are trying to anticipate



# Cricket

## LET'S LOOK AT IT FROM A DIFFERENT PERSPECTIVE!

Like TV cricket nowadays, the game lets you choose from five different camera angles...



You can look at each player's stats to decide whether to pick him for your team.

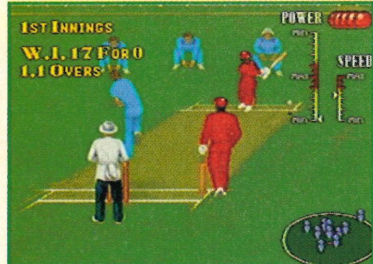
Check out the stats for each batsman, including balls faced and boundaries scored.

A. GURUSINHA		RUN OUT
BALLS FACED	2	
FOURS SCORED	1	
SIXES SCORED	0	
TOTAL RUNS SCORED	4	
NEXT BATSMAN:	S. RAHATUNGA	

Gon on, mate, deliver a googlie and bowl him out first ball.

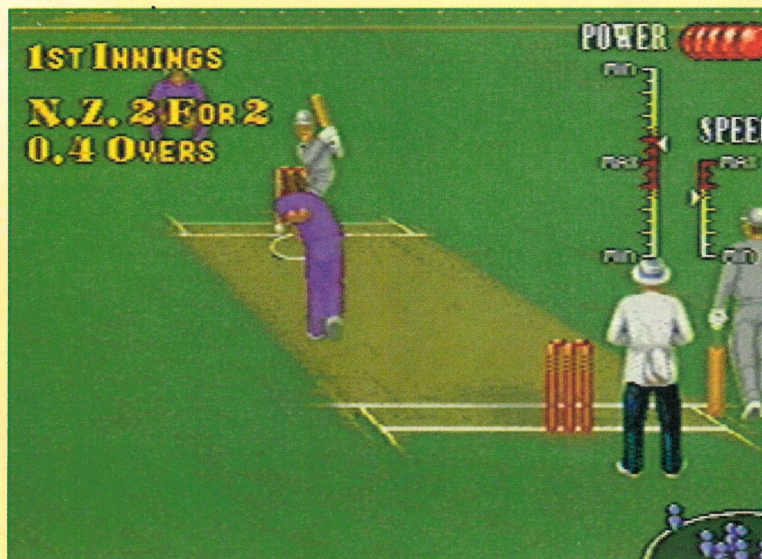


As well as traditional whites, you can wear garishly coloured pyjamas!

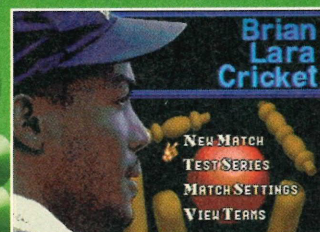


where the ball will go. Codemasters are certainly trying to make the play as realistic as possible, including all the tactics.

Bowling is achieved by aiming with a cursor, then stopping moving speed and power meters. Batting simply requires good timing and shot selection – by moving the D-pad in various directions.



**CODEMASTERS**  
**£34.99**  
**OUT: MAY**

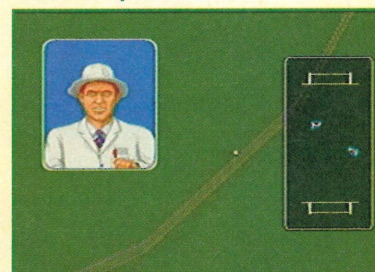


## COMPLETION

### 1st IMPRESSIONS

Okay, not the most exciting of ideas, a cricket simulation, but we were pleasantly surprised. It is quite a nifty little game especially on two-player mode and does get fairly addictive. This is a great idea for those Mega Drive owners who are sports mad and enjoy a little friendly fun in the sun. The options are good, making play and perspective very realistic. This one could bowl you over. We'll put it to the test with a full review soon.

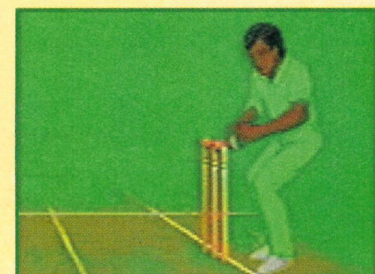
The fielding screen gives you an over-head view of the field, so you can see where everyone is.



The view rotates smoothly so you can view the action from different angles. Howzat for a feature?



You're out mate! This Pakistani fielder has just put the ball on the stumps to run the batsman out.





PREVIEW

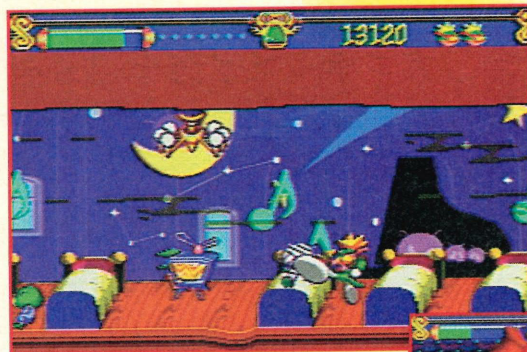


MEGA-32X

**The 32X's debut platformer is a musical romp with stages and features galore. But Sega say it won't now get an official release here.**



There are three bonus games. In this one you have to nick a slice of pizza while the lady's not looking.



Wakey wakey! It's time to kick those bugs out of bed. Watch out for the electrifying TVs, though.

Tempo gets ready to boot this big boss into touch.



**T**empo is a grasshopper who's really got the music bug – in fact he's more of a hip-hopper. This cute little

chap is the star of a huge platform game where he takes on the cronies of nasty space octopus King Azalos in the musical kingdom of Rythmia.

The game starts with a sampled hip-hop theme, complete with vocals, before Tempo jumps into the first of five massive multi-stage levels. The entrances to these are arranged in a sort of tower, so you can play the first three in any order before going onto the final two. There are also a trio of bonus games, accessed by spending collected coins.

Select a level and the platform fun

begins. The power of the 32X has been used to create a very colourful environment with animated backdrops. In standard platform fashion, Tempo can jump onto the baddies' heads to kill them. However, he can also throw musical notes to stun them, or use a nifty karate kick. The little fellow is beautifully animated as he jumps and runs (by double-tapping the D-pad). Being a bug, he can also hover in midair – useful for flying across gaps.

Bumping into enemies or other hazards reduces Tempo's energy, so he needs to collect musical notes (often hidden in the scenery) to replenish it. There are also power-ups to be found, including one that makes him yodel out loud while the backdrop changes to a mountain with cows scrolling all over the screen. It's really funny, as is the female operatic singing when he activates a restart point.

Other highlights include the special DANCE icons. When Tempo lands on one of these, the music changes and he gets down and boogies to it! This results in a large cocoon appearing, out of which pops his bug girlfriend who follows him loyally all around the screen.

There's a different soundtrack for each of the five varied levels: the city, electronic circuitry, inside a body, circus, and garden. The musical theme even extends to the password system where you have to play a code of musical notes on a piano!



Upon finding a Dance icon, Tempo and his girlfriend boogie on down! The crate on the right hides a tunnel to another location.



SEGA  
ETBA  
OUT: MAR



## COMPLETION

### 1st IMPRESSIONS

Apparently Sega Europe thought this was too kiddish to release officially here, but we're quite surprised by this game. Okay, so it's yet another platformer, but it's very playable with a refreshing musical theme. This proves the 32X's sound capabilities are really up to it with lots of excellent music and little sampled tunes when you collect power-ups etc.

Far from being kiddish, we found the game very humorous with lots of funny touches such as the Sound Of Music Mickey-take and the way Tempo does his little dance. He even goes inside an animal's body (after negotiating the treacherous chomping teeth section) and explores electrical items – where he encounters tape reels and LEDs plus ancient *Space Invaders*-style arcade games. In another section he burrows down different tunnels to emerge who knows where. All the levels are very different to look at and play, and each features a big baddie to deal with at the end. *Tempo* is a great-looking and sounding game that plays surprisingly well.



(Above) On the garden level, Tempo has to watch out for bug-eating plants.



In the circus level, Tempo jumps through fiery hoops. It's all very colourful stuff, eh?





PREVIEW



MEGA-32X

Space ace Sarah Moran faces a tough mission – to defeat alien enemy forces, and be back in time for work tomorrow...

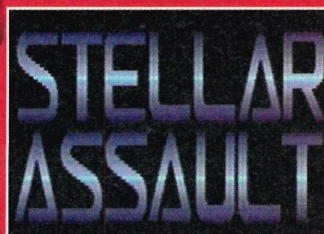
## ALL IN A GAME

**S**tellar Assault is a 24Mbit game using solid 3-D polygons (50,000 per second to be exact). Although you don't follow a predetermined path, you do travel forwards, hunting enemy craft and doing your best to destroy them. Luckily you have unlimited weapons, but you will also need determination and cunning to be victorious.

There are plenty of large motherships to avoid, and warps and hyperspace to deal with, not to mention some rather nasty asteroid fields. The ships in *Stellar Assault* are very brightly coloured which makes them stand out in the pitch black of space and also makes it easier to find the dastardly enemy. If you do have problems though, it's a good idea to study the map at the start of each level.



SEGA  
£TBA  
OUT: JUN



## COMPLETION

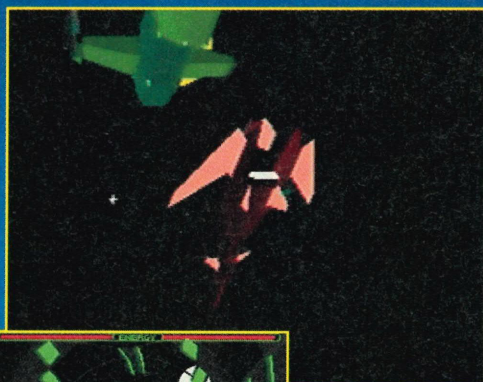
### 1st IMPRESSIONS

It all looks good so far, and it's not hard to get the hang of playing it. When all the levels are complete it should present you with a nice challenge as far as blasting things out of the sky goes.

The game is initially very reminiscent of Sega's previous 32X space blaster, *Star Wars Arcade*, but there's more freedom to fly about, confronting enemies in any order you want.

Other impressive features are the cooperative two-player mode and the replay option – a really neat idea.

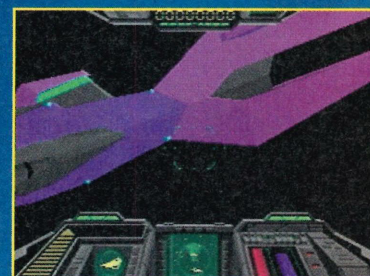
# STELLAR ASSAULT



(Above) Dofighting with the enemy, you blow them to bits. (Left) Launching into another battle.



(Above) You approach another enemy to do battle with in deep space. (Below) Blammo! With some sharp shooting you turn it into a fireball.



## HYPERSPACE JUMP

**W**heeee! Hold onto your wig, feel your eyeballs pop out from your head and get out the map... where are we now?



**S**tellar Assault is a colourful, fast-flying shoot-'em-up with 3-D solid polygon graphics. The aim is a simple one: to shoot as many enemy spacecraft as possible without getting blown out of the atmosphere yourself.

According to Sega, there should be eight levels in the final game, all with different objectives to complete. You're given a choice of two craft. The first is the smaller, but harder-to-pilot Feather 1. Though not as powerful, Feather 2 has better defence

systems and is therefore better suited to the less experienced pilot.

You can also fly Feather 2 with a two-player option: one player pilots it while the other is the gunner. For those of you who aren't as brave as you'd like to be, there is an autopilot option and you can activate your Super Shields for protection from attack, although these rapidly deplete your energy if overused.

There is no set flight path to follow, which is unusual for a 3-D shoot-'em-up like this. The game has been in development for a year to get the 360-degree environment just right.

You can attack when or who you like, but your ship will have artificial intelligence to advise you on what tactics to deploy.

When you have finished a mission, you have the option to select the special Trace mode which will then replay your last mission from a selection of different camera angles. This gives you the chance of reliving your glory and getting a bird's-eye view of your stylish shooting. There will probably be battery backup in the final game so you'll be able to keep your finest moments to show to your grandchildren!



PREVIEW



MEGA-32X

# CHAOTIX

**Whoah! Hold onto your hats, this is NOT a game to relax in front of. Chaotix is just that – a frenzy of madcap capers. Sarah Moran has several buckets of coffee and attempts to keep up with this crazy bunch.**



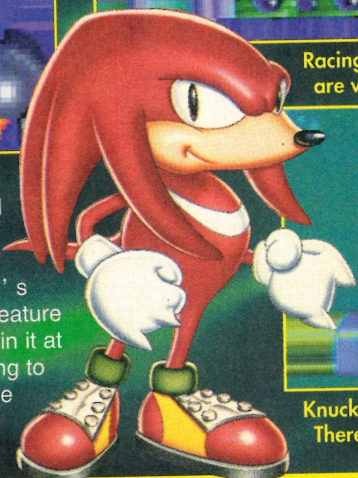
**Y**es, it has to be said straight away that everyone's favourite hedgehog does not feature in a big way... in fact, he isn't in it at all. But before you run off crying to your mum, take a look at the gang who are in it! Knuckles is undoubtedly the leader, and the little echidna with a whole lot of attitude has brought along six comrades for you to choose from: robots Heavy and Bomb, plus Charmy Bee, Vector the Crocodile, Espio the Chameleon and Mighty the Armadillo.

To be honest, at first glance, the game is remarkably similar to the previous Sonic games, but once play starts, there are some very strange differences. Strangest of all is that whoever you are playing as is attached by magical elastic to another member of the gang. It is certainly odd at first having someone bouncing along behind you as you run like the clappers to collect (yes you guessed it!) the little gold rings. Once you have collected 50 of them and jumped through the large gold ring, you are faced with another surprise.

Bonus levels are very impressive.



Racing across the deck of a huge boat, your two characters are vulnerable as they've collected no rings.



Knuckles runs towards a strange creature. What can it be? There are surprises galore in this game.



An end-of-level confrontation – watch out for that big grappling hook!



As in *Sonic & Knuckles*, the little echidna can climb up walls – this time with his pal Espio the Chameleon.



Using the classic turbo-dash, you can speed around loops, pulling your connected partner behind you.

## ALL IN A GAME

**T**his is the first Sonic-esque game on the Mega-32X and it doesn't have Sonic! The hero is Knuckles with a bunch of oddball friends. Although very reminiscent of the old Sonic games in both graphics and basic platform gameplay, it boasts enough novel features to make it different.

The most obvious of these is the magical elastic bond between you and your partner. This features tricky inertia, so it takes time to perfect bouncing off walls and catapulting your friend onto higher platforms. It also makes for a much better two-player mode than in *Sonic 3*, when Tails could easily get scrolled off the screen. Even if your partner does get stuck off screen in *Chaotix*, you can use ring power to bring him back – shown by a nice 3-D scaling effect as he rotates out of the screen.

Another neat feature is the ability to change your sidekick at certain points in the game, as well as saving your position to the usual battery backup. You get to grab your partner with a mechanical claw before hitting the switch on a sort of 'wheel of fortune' to see what level you're transported to next. There are five massive levels, comprising five large scrolling stages each and big boss confrontations.

As for the best bit in *Chaotix*, it has to be the ability to grow or shrink. Depending on which icons you choose, you can become huge (and I mean huge!) or very tiny. It's unknown quite what use this is, but it sure looks good to have a giant Knuckles running around the screen!

You are plummeted into a rolling 3-D tunnel complete with holes in the floor. It is hard enough to stay upright, let alone run and collect things, but luckily you can ditch your bungee-jumping pal and attempt it

on your own. There are also special stages where you're falling and have to bounce on the right platforms to collect the bonuses.

The game is, predictably enough, divided into five multi-stage zones,

but these are amazingly colourful and full of wacky characters. Techno Tower and The Amazing Arena are both very futuristic, whilst Speed Slider looks like a cross between a circus and a fairground. Botanical Base and Marine Madness are both very wet – yet more underwater levels here!

Before the game proper, there are three introductory stages to teach you all the skills you'll need later on, such as catapulting your sidekick along or throwing him up to higher platforms. Once you've mastered the techniques, you can skip the introduction whenever

you restart the game. You can then go straight into the real action, collecting the rings to protect your two characters from death as they run and bounce around like mad. It really is chaotic stuff.

SP



# TIX



SEGA  
TBA  
OUT: JUN

CHAOTIX

## COMPLETION

### 1st IMPRESSIONS

Bright, mindblowingly fast and a little bit weird. As soon as you have realised how to cope with the two characters together, then the fun starts. The omission of Sonic himself certainly doesn't detract from the gameplay – in fact some would say it's a bonus! Apparently the blue spiky hero is set to appear in a different sort of game.

Although the level styles and a lot of features will be familiar to Sonic fans, the game is different enough from previous platformers to amuse you for quite a while. As well as having very large levels and loads of bonus points to collect, this has the added attraction of a neat two-player mode. If the razzmatazz of Sonic exploits are what keep you frustrated for weeks then this could be chaotic enough to make you jiggle your joypads.

## GROOVY MAN!

These are the alarmingly bright 3-D bonus and special stages that you have to attempt on your own. There's no chance that these could be accused of being too easy. Go on Knuckles... you can do it!



It takes a bit of practice to get the knack of flinging your sidekick around the platforms.



At the very start of the game, Dr Robotnik runs off. That strange pod thing conjures up your partner for the action ahead.



I wonder what happens if you hit that big button. Probably something nasty, knowing platform games.



At certain points in the game you can change your partner. Grab a new one with this selector device.



This game just gets weirder and weirder. Here you have a giant metal claw and a squashed pod thing on the floor.

The special introductory levels let you practise all the techniques you'll need later in the game. A nice idea.



Racing through the forest, there's little time to admire the gorgeous graphics which use the 32X's colour palette to the full.

## MEET THE TEAM...

Here they are, those fearsome wacky creatures who are determined to complete the levels for you. What an odd bunch.





PREVIEW

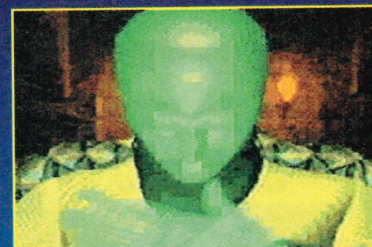


MEGA-CD

Hotly touted by Sega themselves as being the most gruesome game of all time, we ventured up to their offices to watch this spectacular blood-fest. Ryan Butt came away feeling rather queasy...



Corporate assassin Shadow was featured in the original game, but now she has a snazzy new costume.



So this is the Eternal Champion. He appears during the FMV Cinekill sequences.



Former biochemist Midnight executes a neat flash kick against the mysterious magician Xavier.

# ETERNAL CHAMPIONS

## Challenge from the Darkside

Being but a mere fledgling in the Sega industry (what with being tucked away in Mario land for the past two years), my previous knowledge of *Eternal Champions* consisted of no more than it being an inferior *Street Fighter II* clone. However, I came away from Sega's offices with a new sense of optimism.

It may have been that my office hours have been starved of cracking beat-'em-ups of late (excluding the fabbo *MKII 32X* of course), and so I was as anxious as ever to get my teeth into an extra-big slice of fist pie – and suffice to say, *Eternal Champions CD* fits the bill perfectly.

The story begins right back when the Earth was formed. From out of the ocean shot three mighty pillars of light which fired out to different points on the Earth's surface. One landed in the North Pole and caused a kind of rain forest to appear. This region later came to be known as the Eternity Complex, and was guarded by a superior being known as the Eternal Champion.

Not knowing the purpose of his existence, the Eternal Champion soared skywards and proceeded to circle the globe causing the Earth to rotate at a far greater rate than is naturally possible, thus the whole space-time contin-

uum was speeded up. As he watched the great events in history unfold, he witnessed lives of great warriors being cut short in their prime without reason.

Unless these prominent figures are kept alive, the time cycle will be thrown into chaos. So the Champion snatches each warrior from the brink of certain death and suspends them in his Eternity Complex. But only one of these figures can be kept alive to rebuild humankind, and so a beat-'em-up contest is devised to test their might. We're in serious danger of entering *Mortal Kombat* territory with this flimsy plot, folks!

However, there's more in this new CD version, where an evil Eternal Champion is hiding four other warriors (the new characters) so the contest can't be resolved. The upshot of it all is that you're left with a one-on-one beat-'em-up which pits 1 3

fighters from different races and time periods against each other, making for highly mismatched battles coupling primitive weaponry with high-tech defences, ancient values and thought-patterns with more advanced and logical minds. Naturally, I've already booked my ringside seat for what is shaping up to be the ultimate battle of humankind... ever!

SP

Voodoo priestess Raven conjures up a plasma shield.





## ALL IN A GAME

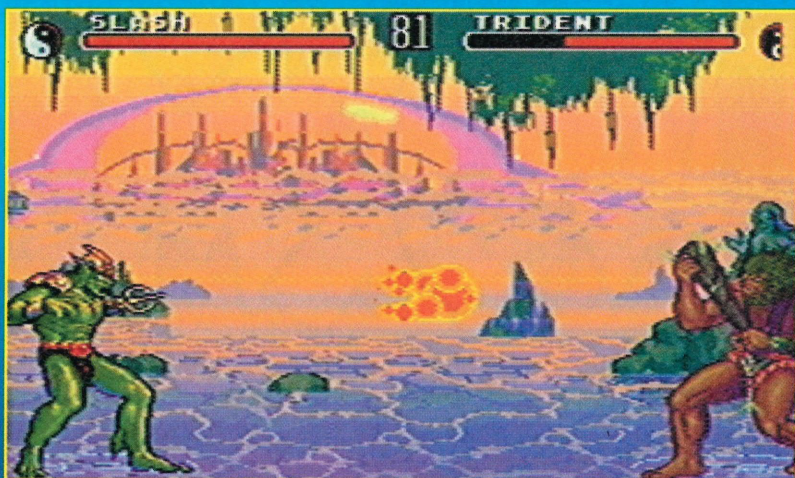
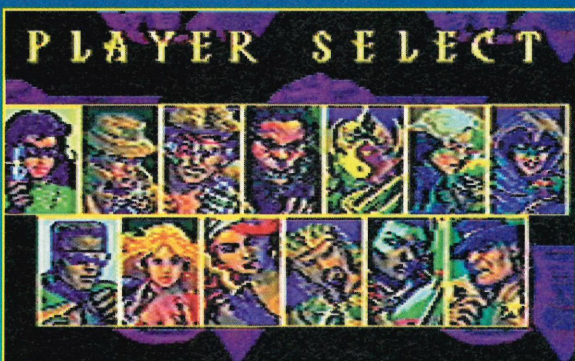
**E**ternal Champions CD is packed absolutely solid with everything a true beat-'em-up fan could ever desire – no kidding, this game alone could keep you happily occupied for the next year or so at least, and here's why...

There are three primary options: Contest and Duel are just standard one- or two-player games in which you guide one of the heroes through the contest, but the Tournament mode is something completely different. There are ten (yes, TEN!) different tournament modes to be tried and tested (see boxout), which is remarkable considering that this aspect is only a fraction of what the game has on offer.

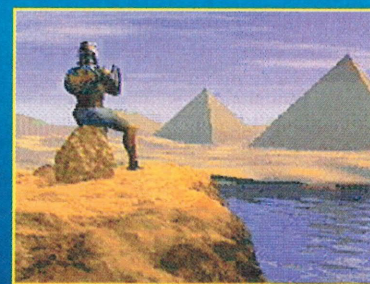
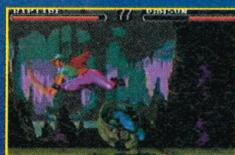
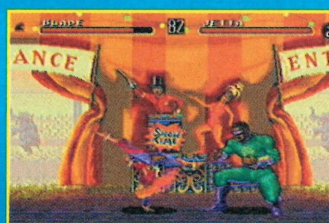
Eternal Champions CD boasts an impressive line-up of 13 standard characters to enter the fray. All have a vast multitude of special moves to dish out. However, lurking deep within the grooves are approximately 11 hidden fighters, and you ain't never seen anything like this crew of bizarre warriors before. Most of the hidden characters look like rejects from Noah's Ark: you've got chickens, snakes, dogs, monkeys and birds that are all fully controllable and ready for action!

What really takes the biscuit is the unimaginable number of finishing moves – there are literally hundreds of 'em. The 'Fatalities' start with standard finishing moves that really go for the jugular, including decapitations, electrocutions, limb-hackings, skin-rippings, and various mutilations. Then there are interactive background sequences that consist of hitting your opponents into lion cages, off buildings, into electric lights, down pits, and there are also creatures that lash out from the backdrops to devour your highly unfortunate opponent in some ultra-disgusting way.

As well as all of this, there are Full Motion Video sequences (Cinekills) that kick-in when you do some fiddly joystick combination. For example, you can warp your opponent back in time to meet their original fate, or you can zip them straight into the lair of the Eternal Champion to meet some grizzly demise – the list is endless.



The amphibious Trident launches a fireball attack against caveman Slash.



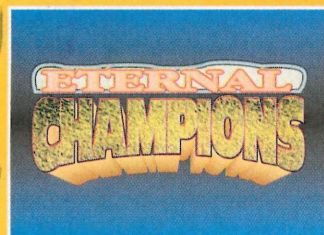
Every character is shown in their own time in a superb rendered animation. This is Ramses in Ancient Egypt.

## WATERY GRAVE

**E**ternal Champions CD is the first in perhaps a long line of Sega titles released under the new 'Deep Water' label. Any game linked to this category is strictly for adults only (that means nobody under 18 can get a sniff of it!) and is guaranteed to contain strong graphic scenes of extreme violence. Just the intro introducing the "Deep Water" logo is a job to stomach in itself. It features two people in a dingy surrounded by sharks, one of them rather stupidly dangles their arm over the edge – only to have one of the savage beasts swim up and chomp it off. Lovely!



**SEGA**  
**£44.99**  
**OUT: APR**



## COMPLETION

### 1st IMPRESSIONS

*Street Fighter II* with devastating moves and easy-to-string-together combos firing off from all angles. Naturally, Sega's primary focus on full-throttle gore helps the overall spectacle of this game because it really has to be seen to be believed.

The fact that there are so many hidden characters and death moves means that this game looks set to treble the life-span of *MKII*, especially as the hidden elements are so hard to access. Sega inform us that they plan to release snippets of information to the press on how to find the hidden stuff at intermittent times, so knowing them, they'll span this release out for a year at least (unless Sega Pro manages to obtain the moves on the sly beforehand that is!).

We reckon this game is going to be absolutely huge, and in the meagre couple of pages that we managed to dedicate to this preview hardly even touch on some aspects.

Expect a full review soon when hopefully we'll be able to splatter the pages with loads of gratuitous gore that didn't make it into this issue!



PREVIEW



MEGA-CD

If there's one thing Mark Pilkington hates, it's creepy-crawlies: worms and slugs, snails, and spiders. It took the poor lad five days before he'd even open this new CD game...



## THE THINGS WORMS GET UP TO, EH?

Whenever you leave Earthworm Jim alone for a few seconds, the crazy chap'll get up to all sorts of peculiar posturing...



Great cures for Warts, no 52: buy the biggest gun you can from the hardware store and blow the sucker away!



The second level appears to take place in the depths of hell. Not somewhere that I'd like to go on holiday to.



# EARTHWORM

# JIM



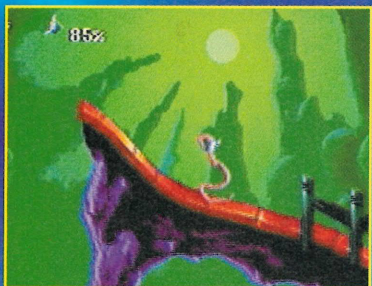
## ALL IN A GAME

**W**ith at least 12 large levels and three difficulty settings to get your teeth into, this is one game you won't be completing in a hurry. *Earthworm Jim* on the Mega-CD incorporates the original Mega Drive gameplay, as well as retaining the same excellent standard of graphics and animation.

The two most notable improvements over its cartridge cousin are the extra levels, the welcome password system, and the greatly improved sound. That croaky "Earthworm Jim" sample is simply outstanding!



What kind of a sick guardian throws dirty, smelly fish at you?



A whole pack of dangerous-looking asteroids is coming up – keep an eye out for them.



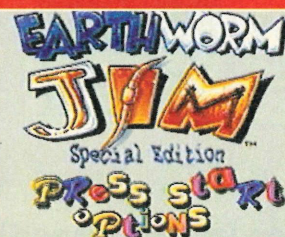
Did you ever see an Alfred Hitchcock film called "The Birds"?



As in the MD version, the graphics are excellent – especially the cartoon-style animation.



INTERPLAY  
ETBA  
OUT: MAY



## COMPLETION

### 1st IMPRESSIONS

Well, what can I say? *Earthworm Jim* on the CD is every bit as good as the Mega Drive version, if not better thanks to the extra levels, passwords and enhanced sound. The original game was rightly praised by all and sundry when released late last year, and the new 'Special Edition' should boast enough improvements to make it a big hit with Mega-CD owners. Keep your eyes peeled for the review, coming to SEGA PRO sooner than you think. And watch this space for details of the all-new Mega Drive sequel, to be released later in the year.

**T**he original *Earthworm Jim* was released on the Mega Drive and SNES by Virgin about five months ago now. An instant hit, it followed the exploits of an innocent little earthworm who happened to stumble across a magic space suit one sunny afternoon. Slipping inside it to have a closer inspection, Jim instantly became transformed into a muscular super-worm with arms and legs and everything!

Created by California-based Shiny Entertainment, led by star programmer Dave Perry (creator of *Cool Spot* and *Aladdin*), the game was reckoned to be one of the best platformers ever, winning unanimous praise and high review scores from the world's specialist press. It was inevitable that, sooner or later, a Mega-CD version would come about. However, for some reason, this time it's Interplay – not Virgin – who'll be releasing it in Europe.

Unsurprisingly, the basic gameplay's still very much the same. It's an all-action platform game, where your immediate mission involves leaping, climbing and dodging over a variety of obstacles as you attempt to get past the bizarre collection of

baddies on your way to the end-of-level boss armed only with your trusty blaster and whip (which is actually your worm body!). All of the original levels are still here for you, including all the old favourites like New Junk City, Andy Asteroids, and Pete Puppy.

However, this 'Special Edition' is no straight CD port-over. Shiny have spent several months creating new levels, three different game endings, and making other improvements. They've also added a new password system. Yes, no more having to worry about starting the game right from the beginning every time you die – all you have to do now is type in a password. Hurrah!

The music and sound effects have been tweaked, making full use of the CD's sonic capabilities. Hey, the original music on the cartridge versions was pretty spectacular stuff, but it's even better here. Gr-Gr-Groovy! **SP**





PREVIEW



**Enter (at top speed), a mouse with a mission, a very large hat and a broken heart...how can you resist? Arriba, Arriba... Sarah Moran grabs her sombrero and races off after everyone's favourite rodent.**

**W**hat a hero! Our vertically challenged mouse has been answering cries of: "de bandidos are coming down from de mountains", for years. He swiftly saves his village from disaster by leading the baddies a merry dance through cactus-infested deserts and giving them a run for their pesetas that would leave Linford Christie spinning.

You have to like this little lad. He always wins the day and turns to the camera with a huge cheesy grin on his mousy mug. Well, if like me you could wax lyrical for hours about this bewhiskered character, who rumour has it is rather partial to the old cheddar sandwich, then Sega have definitely got a treat for you!

Yes, this is another cartoon conversion, but if that is your thang then this is a very smart platform adventure. Sega have kept the humour and the 'cuteability' from the original cartoon which is what makes Speedy so loveable.

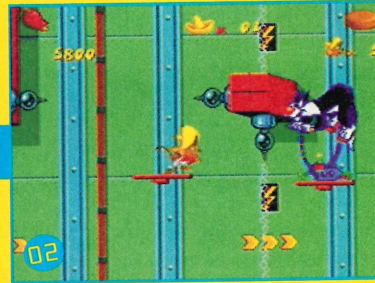
The dastardly Sylvester (aka Dr

Cheesefinger) is the baddie this time. Not only has he stolen all the cheese from the village, but he has kidnapped Carmel - Speedy's beautiful girlfriend. Speedy arrives for a hot date complete with a dozen red roses, only to discover his true love... his little snookhams... his heart's desire... (that's quite enough sloppyness - Ed) has been whisked away by the aforementioned crafty cat.

Armed only with collectable yellow sombreros which you use as frisbees, you must guide Speedy through all the traps that are waiting for him, find all the cheese and rescue Carmel. To keep your strength up, you have to collect red chillis along your route - Speedy doesn't seem to suffer from indigestion! All that racing about and eating the equivalent of a swimming pool full of Tabasco sauce, seems to be asking for trouble if you ask me.

Daffy and Bugs put in guest appearances as baddies who are determined to thwart our robust little rodent's plans. There are oodles of other nasty characters and five end-of-level bosses (that darn cat again), who'll do their best to sap your strength until you can't even open a bag of tortilla chips.

SP



The supersonic mouse collects chillis and hats rather than rings. He also gets to run through some special 3-D stages like the one shown below.

SCORE: 0000000



## ALL IN A GAME

**T**here are five colourful levels each with five sections each. It isn't all the same running through the desert stuff either - you can float down a river of cheese, swim underwater with piranhas or spend the weekend in Hawaii. Although most of the stages are standard platform fare, there are others where the action comes straight at you in 3-D style.

Speedy approaches each new problem with the same inexhaustible gusto - leaving all those nasty gringos reeling from too much sand in their eyes. Whether you are doing a frantic front crawl or running and jumping over the rocky mountains, it is best to try and collect as many large floppy hats as possible and use them sparingly.

Your objective is to find Carmel, defeat Sylvester, find cheese and dose up on the old chillis. You can collect lots of things to help you as you travel, and there are plenty of hidden places to explore. Nasties can be killed by jumping on them, but be careful: with things like scorpions, it has to be a direct hit! Your strength is increased by killing the baddies and also by picking up the little hearts that are dotted around the place.

# Cheese Cat-as starring Speedy Gonzales



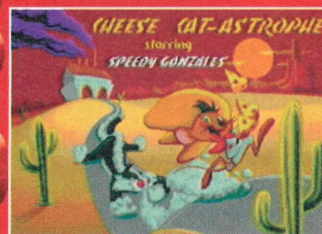


## EH GRINGO!

**H**ere are the five bosses, determined to stop you from reaching your beloved. Yes, you guessed it... they are all one and the same. I tawt I taw a pudgy cat!



SEGA  
£44.99  
OUT: MAY



## COMPLETION

### 1st IMPRESSIONS

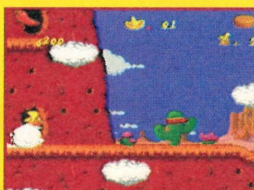
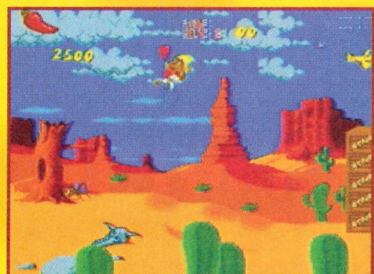
Doesn't it look cute? This game has loads of appeal for cartoon addicts and platform junkies alike. It also has plenty in it to keep you from getting bored. On a first look, you have to be impressed by the great graphics and the bright colours everywhere...but the best bit, is the humour which SEGA have been good enough to keep in for all us Speedy fans. I can't wait to see the end sequence when the game is finished....should be good! The only downside of the game is that it is a bit unoriginal (there is no denying that it is a standard cartoon platformer), but saying that, there are enough levels to choose from to stop you from getting too cheesed off! Andale! Andale!

## CAT AND MOUSE

**T**he game intro is just like the cartoons. First you see Speedy holding hands with his girlfriend. But before they can manage a snog, that naughty pudgy cat Sylvester creeps up and whisks her away. A heartbroken Speedy looks around for his lost love before speeding off into the distance to try and rescue her.



Ouch! Watch out for the scorpions with a sting in their tails. Try throwing your hat at them.



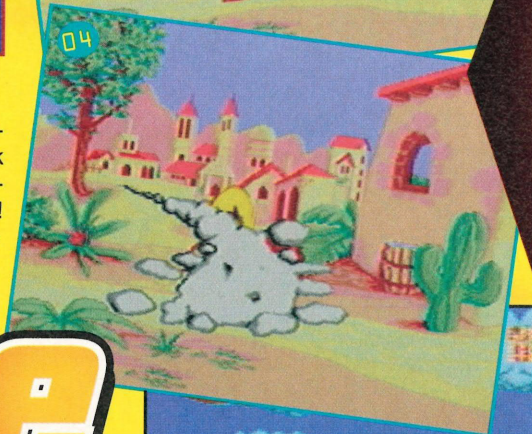
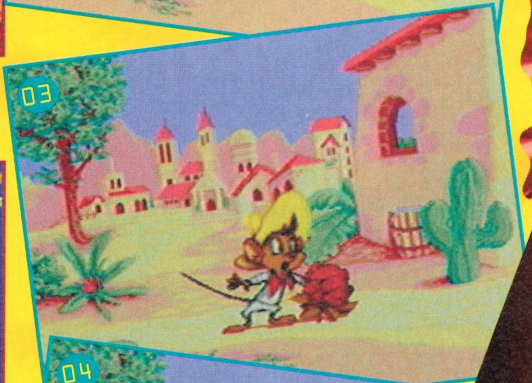
Speedy sends the dust flying. Why is that cactus wearing a blindfold?



## 8-BIT ARRIBA

**S**peedy and the love of his life are also going to be appearing on the Game Gear and the Master System. They look really great, too, being very similar to the Mega Drive version. The platform play is almost identical – fast and furry! Cheese Cat-astrophe is certainly worth a look on all three formats, especially if you are a cartoon fan.

# astrophe zazales







## THE NITTY-GRITTY... A quick run-down of



### AVOID THESE:

There are bad-dies galore in this game, so make sure none of them catch you unawares.



### BONUS:

Collect these mini-torches for bonus points, mate!



### MORPH:

These shimmering icons will enable you to change into different objects throughout the game.

Mark Pilkington runs up and down the office like a madman, before attempting a long jump out of the window... The Olympic fever's got to him, you know!

# Izzy's

## QUEST FOR THE OLYMPIC RINGS

count. No, his only chance to go for gold is to find the five Olympic rings of Perseverance, Integrity, Sportsmanship, Excellence, and

Brotherhood (What happened to Cheating, then? – Ed.) Is Izzy up to it? Well, he'll have to get past the army of baddies that await him throughout scrolling platform levels.

On Izzy's side, though, is his ability to morph into other shapes and objects. For example, he can become a rocket, a plane and more. Blimey! This is only if he manages to collect the right power-up, though, so things aren't as easy as they may seem.

Talking about power-ups, there



Do well enough in this game, and you'll have the chance to take part in the bonus level – a wild 'n' crazy rocket ride

are also extra lives, bonuses, and restart points to go for. All good stuff, but wait until you take a look at the baddies who are out to get you: psycho birds, fiery demons, carnivorous plants, creepy bugs, hideous gargoyles and weird tree-stumps, to name but a few. Phew, talk about trouble!

With the backing of an animated TV cartoon series and more console adventures promised for the future (well, there had to be really!), Izzy looks to have some good times ahead of him.

SP

Come 1996, the Olympics will be on us once again, and the whole country will be glued to its television sets with its fingers crossed – vainly hoping that Britain will actually win something! It's all happening in Atlanta, in the good ol' USA, and the official mascot will be some sort of strange bug creature called Izzy. US Gold have snapped up the licence rights for this odd character, and would you believe it? He's going to star in a platform adventure! With so much competition, can it possibly stand out from the crowd?

According to the little press release I have before me, Izzy is a hyperactive teenager who lives in an

"enchanted fantasy paradise world" – a place that is located somewhere in the Olympic torch. He dreams of competing against the other athletes in the circuit, but sadly bugs don't



## ALL IN A GAME

Izzy on the Mega Drive includes a host of different and challenging levels for you to get your teeth into. As in most platform games, there is a host of baddies and power-ups to find along the way.

The morphing abilities of Izzy give the game that extra dimension – learning where and how to use them is a fun experience. The five levels in the game are all quite large, so this is one game that you'll be playing for ages! Expect to see Izzy's Mega Drive debut in May, with a souped-up 32X to follow in June.



## the most important icons in the game...



### RESTART:

Scattered along each level is a restart point, enabling you to continue the level at this point whenever you die.



### ONE MORE TRY:

Collect these icons for an extra life – every little helps, y'know!



Yeah, skate or die, man!

## IZZY – THE CARTOON STAR!

A cartoon starring our little hero is promised to be shown on our screens sometime next year. Based around his Olympics-related exploits, it's produced by a company called Film Roman. These were the same guys who made The Simpsons and Garfield – both Emmy-Award winners. Let's hope Izzy can continue the fine formula, eh?



Ah-ha! Collect the Sword-Morph, and you too can pretend you're a Pirate Captain (or something).

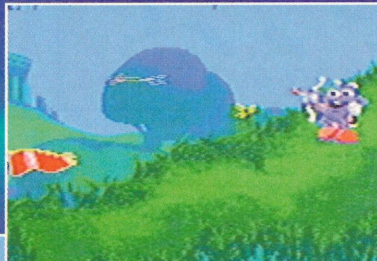


Izzy demonstrates his amazing jumping ability...



It's a shame you can't see any of the animation in this game – it really is gob smacking stuff.

Collect the right Morphing tag, and Izzy'll be able to fire arrows at his enemies. Robin Hood, eat yer heart out!



Ah, its that old gag, eh?



What a relaxing past-time! There's nothing quite like hang-gliding over the troubles of the world, is there?



Thanks to his agility, Izzy manages to avoid that carnivorous plant just in the nick of time.



US GOLD  
ETBA  
OUT: MAY

IZZY'S  
QUEST  
for the  
OLYMPIC  
RINGS

START OPTIONS



Atlanta 1996

## COMPLETION

### 1st IMPRESSIONS

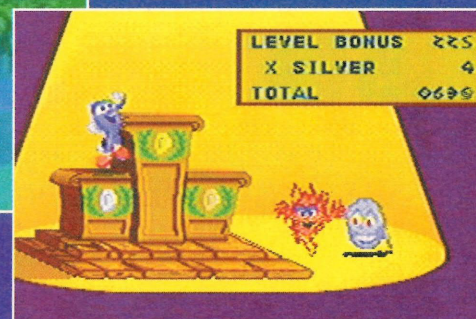
Looking good, guv'nor! With a cute character like Izzy to control, players are sure to have a smile on their faces as he leaps and bounds around the various levels. The game has an added dimension to other platformers thanks to Izzy's ability to morph into various objects and vehicles to deal with certain situations.

The version we played was nowhere near finished, but even so, we were mightily impressed by what we saw.

It's a polished platformer with enough novel features and playability to make it a big hit. Even with over a year to go before his moment of glory as the Olympic mascot, busy Izzy is looking like a star.



Izzy eyes up the restart point – don't worry Iz, it won't bite you!



After each level's been completed, you get a chance to see just how well you did on the winners podium.



Izzy vs The Sunflower Plant from Hell. The winner's the one who can pull the most hideous face at each other.



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the very best.

**INTRO TEXT:**  
Provides a detailed  
background to the  
game and its char-  
acters. This means  
the main review text  
can get straight  
to the point.

**PROTIPBOX:**  
An invaluable hint  
for those tricky sit-  
uations. We reveal  
a top tip to help  
you progress  
through the  
game.

**PROSCORES:**  
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the strong and  
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the strongest titles  
can contain  
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## Meet the Team!



### Phil King

At last, the megalomaniac Kingster has got hold of the reins of SEGA PRO. Maybe it was his inspired performance in Konami's *Superstar Soccer* finals that clinched him the job. He managed to beat the hotly tipped EMAP guys, before coming from two down to beat Ryan in the final.

**Fave game: Micro Machines 2**



### Sarah Moran

We have a new writer this month. Her name's Sarah Moran and her favourite hobby of the moment is avoiding the ever watchful Ed when trying to play *Speedy Gonzales*. Sarah's other pastimes include driving a ghastly lime green Beetle called Beesley (ahem) and scoffing orange Smarties.

**Fave game: Speedy Gonzales**



### Ryan Butt

The ex-Nintendo aficionado is still gutted from losing to the Kingster (a self-confessed novice player) in the SNES *Superstar Soccer* grand final. Ever since, he's been taking out his frustrations on 32X *Mortal Kombat II*, grinning and cackling manically as he executes those gruesome death moves. Watch out, Phil!

**Fave game: Mortal Kombat II 32X**

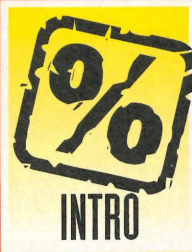


### Mark Pilkington

Pilky has fully recovered from smashing up his Maestro on the M25 last month. He's still not sure exactly how it happened, but some new evidence has come to light. It turns out he was listening to his favourite jungle tape while driving – we reckon he was tapping his feet on the pedals in time to the drumbeats!

**Fave game: Kawasaki Superbikes**

REVIEWS



### ECCO 2

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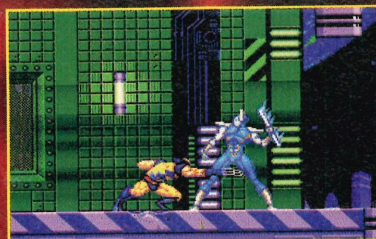
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### X-MEN 2

Those mutant Marvel super-heroes return for another ruck with Magneto .....36



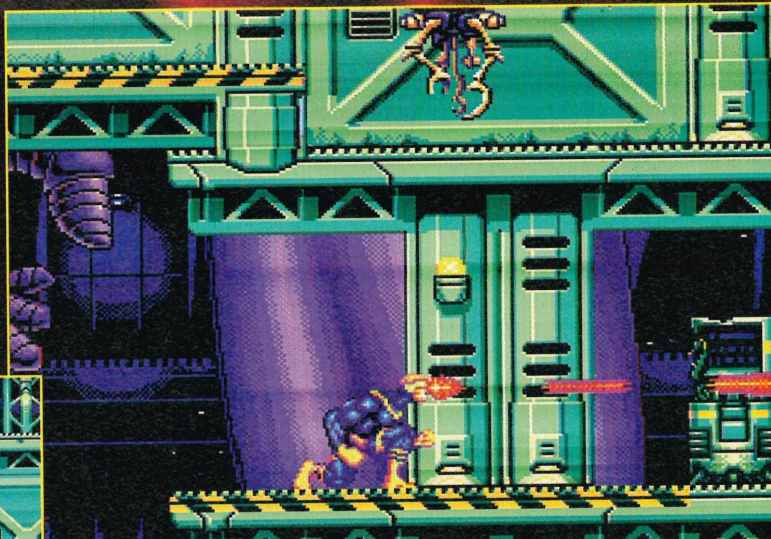
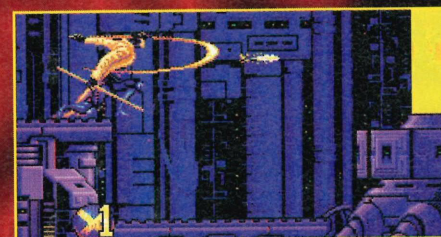
# REVIEW



Many strange humanoid-type things patrol the levels. A swift special attack will reduce them to a pile of nuts and bolts, no worries!



Don't worry, the huge android in the background isn't an enemy, you simply have to get inside it and lay some serious damage to thwart an enemy invasion.



On Level 2, you have to trash these computers to enable access to locked doors. Be sure to avoid the sparks that fly, though.

Destroy this sinister-looking circuit demon to complete the second level.



# X-MEN

## THE CLONE WARS

**T**he X-Men are a troupe of mutated reprobates who've used their remarkable powers for the good of mankind to see off all kinds of power-crazed lunatics in the past. There's no discriminating, all you have to do to become a bona fide X-Man is be blessed with X-ray vision, superhuman strength, the ability to crack

cheesy jokes spontaneously at any given opportunity, and look good in a hideously bright Lycra outfit with a hairdo of similar tastelessness.

In *The Clone Wars*, you get to play as Wolverine, Cyclops, Gambit, Nightcrawler, Beast, and sword-toting wonder-babe Psylocke, pitted against a ruthless band of DNA pirates who have been cloning the X-Men and using their doppelgängers for various illegal doings.

There are a staggering 12 missions in total, brimming with assorted comic-book antics of the platform

variety. Each of the six characters has an impressive arsenal of combat moves that are surprisingly effective against the onslaught of no-brained hoodlums that cross your path. The best bit, though, is the way in which two players can unite as a team and thrash away at the foes together.

The Marvel heroes and scenarios have been beautifully ported over to the game, and it looks and plays far better than the usual Acclaim licences. Each and every sprite is exceedingly

well animated and conveys a true sense of screen presence as they bound around the platforms and cause extreme carnage to everything in sight.

Although the basic layout has been lifted straight out of the Ladybird book of how to produce a traditional platform game, the hyper-agile heroes are well suited to the age-old plethora of 'activating bombs and getting the hell out of the building within the time limit' type of thing. It's not all antique though, there are some novel new ideas chucked in the pot to keep the action simmering along at a steady pace, such as the way in which you do battle with

### PROTIP

**DON'T BE FOOLED BY THE ODD INTRO LEVEL. AS SOON AS YOU SWITCH THE GAME ON, YOU'LL BE GIVEN A RANDOM CHARACTER AND HAVE TO COMPLETE THE FIRST LEVEL BEFORE EVEN THE SEGA LOGO APPEARS!**



# X-TREME WARFARE

**E**ach of the six well-hard X-Men available to control in this game comes complete with a hefty assortment of mega-moves with which to clear the path of any bad-ass headcases.

## BEAST



## CYCLOPS



## GAMBIT



## NIGHTCRAWLER



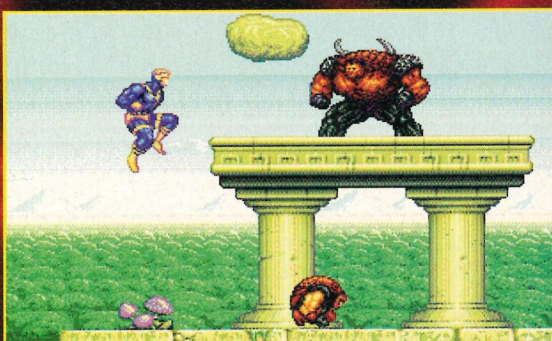
## PSYLOCKE



## WOLVERINE



This boss looks like something out of a bad Sinbad film. All that's missing is the huge unconvincing tiger to bite chunks out of it!



Renowned X-Men antagonist Magneto makes a stirring appearance to crush the mutants for good. You must lure him into a warp to send him back to the stinking cess-pit from which he came.



arch-rival Magneto through a multi-screen building.

The sound is the only aspect that leaves a sour taste in the mouth, due mainly to the usual Mega Drive ability to make a decent enough tune sound as though it's been amplified through a biscuit barrel. The smack-bang-wallop effects are okay and do well to spice up the

atmosphere a bit.

So, what I initially expected to be a steaming great pile of horse dung with a major licence attached actually turned out to be a surprisingly playable and well-structured game that will delight Marvel devotees and maybe even attract a few more fans to boot. X-traordinary!

Ryan "X-cited" Butt SP



Don't ask who this is, all we know is that he flies, he shoots, and he's a real pain in the bottom.



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STAGES: .....12  
SKILL LEVELS: .....1  
FEATURES: .....none  
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## PROview

**PHIL** ■■■■■

Marvel fans will really enjoy this one. The X-Men are well portrayed.

**MARK** ■■■■■

Better than most comic licences, this is a pleasant surprise for me.

**CHRIS** ■■■■■

Furious platform action with a neat cooperative two-player mode.

## PROscore

**GRAPHICS 80%**

▲ Nice attention to detail and fabulously animated big sprites.

▼ At a glance, though, it looks like just any other platform Marvel game.

**SOUND 79%**

▲ The sound effects are quite good, albeit a bit limited.

▼ Tunes lack the toe-tapping factor of quality musical accompaniment.

**GAMEPLAY 80%**

▲ Easy to get into, and each character has a wide array of moves to practise.

▲ There are enough addictive qualities to keep you rooted to your seat.

**CHALLENGE 79%**

▲ With 12 hoodlum-maiming levels to master, this sure ain't no picnic.

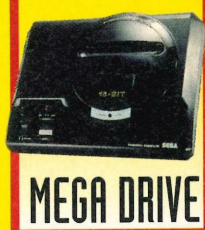
▼ Being a platform game though, it does tend to get repetitive after a while.

# 80%

At last, a quality X-Men game that utilises the subject matter to rip-roaring effect. A good game that will go down a storm with Marvel fanatics.

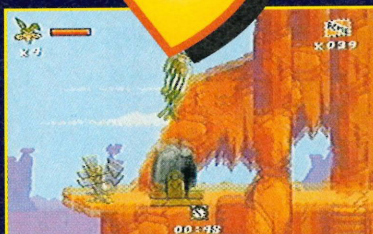
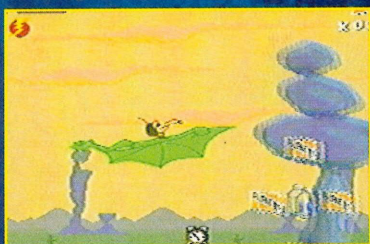


REVIEW



# ROAD RUNNER DESERT DEMOLITION

Good old Road Runner, eh? If he had a penny for every time he managed to escape from the clutches of Wile E Coyote's mischievous traps, he'd own the whole of America now! Then again, you have to feel sorry for old Wile – after all, how would you feel if you hadn't eaten for months on end, and the only living thing in sight seemed to have an uncanny knack for escaping from even the most ingenious traps you could come up with? You wouldn't be too happy, really... would you?



Wile E's going ballistic! He's just launched himself out of a cannon (the buffoon) and is heading skywards.



He's behind you! Could this finally be the moment that Wile E gets his bird?

## ROAD RUNNER – THE SLACKER'S VERSION

If you can't be bothered to read through this review, but still want to know what to do in this game, then fear no more! One quick breakdown of the gameplay coming up, sir...

**CATCH THIS:** Well, this is a lie, really. You don't actually have to catch Road Runner – just get through the levels within the time limit.



**ENERGY:** Whenever you run low on energy during the game, simply collect this bottle for a top-up!



**JUMP INSIDE:** Jump inside this crate for a special gadget. Who knows what it'll be?



**POINTS:** Speaks for itself, really. Collect these little flags for more points than you could dream of in a lifetime.



**SPEED-UP:** This little icon will speed up Wile E to such an extent that he's as fast as Road Runner!



**TIME-UP:** Running low on time? Fear not – this power-up will add extra time onto the clock.

## LOGO LUNACY!

Some games just can't resist messing around with the little Sega logo that always appears when you switch the Mega Drive on. Being a cartoon licence, Road Runner's no different...

Wile E Coyote's the kind of guy that always manages to make an accident out of anything – even a simple task like walking along a mine shaft!



1. The Sega logo – looking as happy as it ever has!

So if like me, you feel sorry for Wile E Coyote, you'll be pleased to hear that this new release from Sega gives you the chance to finally catch the Road Runner once and for all and cook him on the barbecue for tea! And about time too, I say. For too long now, the little critter's had his own way in the cartoons.

This is yet another Mega Drive platform game, but in true form to the cartoons, it's a little different to the others. The aim of the game is to catch Road Runner. A simple enough task, you may say. Sadly, most of your time is spent avoiding the back-firing death-traps that you've set up. Irony, if nothing else.

Viewed from side-on, each level is a timed affair where you have to jump, run and crawl your way past spikes, trip-wires, giant catapults, man-sized cannons, flaming ropes and a whole host of devious devices all intended to bring an end to the Road Runner's antics. Get caught in one of these traps, and you'll pay for it with lost energy. Occasionally

you'll catch a glimpse of RR, but it's best to just ignore the troublesome fella and just concentrate on getting through the levels in one piece.

The time limits for stages are as tight as Scrooge's wallet on Christmas Eve – if not tighter! Thankfully, there is the opportunity to collect extra time power-ups in the game, which help your cause no end. There are also extra energy power-ups and point bonuses to be found, giving you something else to do other than just getting past the traps.

Wile E Coyote himself is easy enough to control. Not only can he jump over objects, launch himself across platforms like a nutter and run faster than Linford Christie on steroids, he can also utilise the various traps and objects found in the game. For example, whenever he finds an Acme crate, he can jump inside it and a special object will appear which will aid him in getting past the next trap coming up. More on these later. Because he's such a clever chap, he can also set off dynamite to move rocks blocking his



# UNWINNER

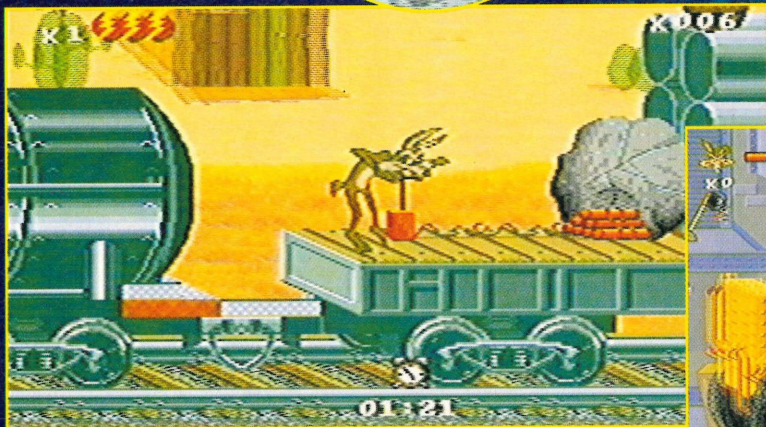
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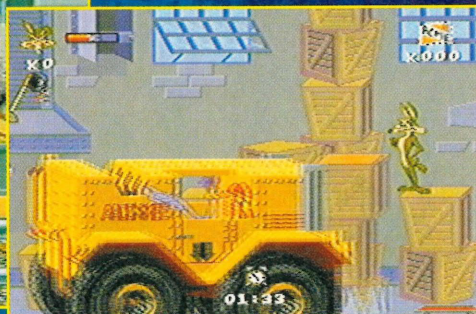
At the end of level three, you'll have to strap yourself onto this rocket to finish the level. Why would you want to do this, I wonder?



Urrgh! "Well, this is another fine mess you've managed to get me into", Wile E mutters to himself.



Wile E Coyote's not just limited to running and jumping, you know. Here he's setting off some dynamite.



Oh no, it's the Acme Bulldozer! And look who's at the controls - that pesky Road Runner!



2. Oh, what's this? It's Road Runner!



3. Hmmm, if this is Road Runner, then that other rascal Wile E Coyote can't be far away.



4. Yep, what did I say? Whoah, you'd better slow down there, Wile E, or you'll hit the Sega sign!



5. Yipes! That cheeky bird Road Runner's managed to jump out of Wile E's way - and sent him crashing into the sign at the same time!



6. Teeeeeee-Heeeeeeee! Oh that's so funny, I think I'm just going to have to reset my Mega Drive and watch it all over again.

### PROtip

THIS MAY SOUND SLIGHTLY STRANGE, BUT NEVER CHASE AFTER ROAD RUNNER! NO, INSTEAD JUST CONCENTRATE ON GETTING THROUGH THE LEVELS IN ONE PIECE BEFORE THE TIME LIMIT IS UP.

path, squeeze himself into cannons and fire himself off into the stratosphere amongst other things.

The game really livens up when you collect the various Acme crate goodies that can be picked up from level to level. Amongst these wild 'n' crazy objects are rocket skates, spring shoes and even a flying suit which you can put on and fly around the level in! To be honest with you, the game would be dull and

lifeless without these gadgets, and they capture the wacky inventiveness of the cartoon perfectly.

Have a look at the screenshots for a minute. They look good, but what you can't appreciate is the smooth animation throughout the game. On both characters, the animation captures the feel of the cartoons perfectly. Wile E turns towards the screen with a pitiful look in his eyes when he gets in trouble, and Road Runner claps his feet

together and jumps up and down on the spot, tormenting Wile E whenever he gets close. Nice touches.

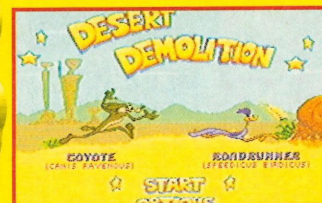
The famous cartoon jingles are here in all their glory, as well. Everything from the Loony Tunes ditty when the game starts up, to the frantic pace of the music when Wile E Coyote chases Road Runner.

The niggles that I had with this game were few and far between. Occasionally the collision detection let the show down a bit as I lost huge amounts of energy for hardly touching a trap, and at other times I found some of the traps (particularly the exploding robots) easy to get stuck on. But all things considered, the good points more than outweigh the bad. If you're a big fan of the Road Runner cartoons, this is a game well worth chasing.

Mark "MEEP, MEEP!" Pilkington SP



SEGA  
£44.99  
OUT: NOW



CART SIZE:.....16Mbit  
PLAYERS: .....1  
STAGES: .....12  
SKILL LEVELS: .....3  
FEATURES: .....continues  
CONTACT:.....Sega  
(0171) 373 3000

## PROview

**PHIL** ☒ ☐  
A bit different from most platformers as you chase that pesky bird.

**RYAN** ☒ ☐  
It recreates the classic cartoons really well. Lots of fun.

**CHRIS** ☒ ☐  
A very polished platformer with great graphics and frantic gameplay.

## PROscore

**GRAPHICS 81%**

- ▲ Character animation sticks close to the cartoon counterparts.
- ▼ The collision detection is slightly dodgy with some of the traps.

**SOUND 72%**

- ▲ The tunes are all instantly recognisable from the cartoons...
- ▼ ...But their sound quality could've been a bit better on the MD.

**GAMEPLAY 83%**

- ▲ Within a few goes, you'll soon get into the swing of things.
- ▲ Trying out all the different tricks and traps is good fun.

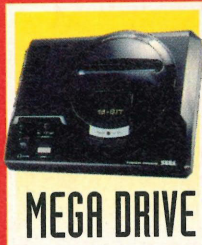
**CHALLENGE 85%**

- ▲ The 12 levels in the game make for one challenging chase.
- ▼ You'll eventually grow tired of playing the same old levels.

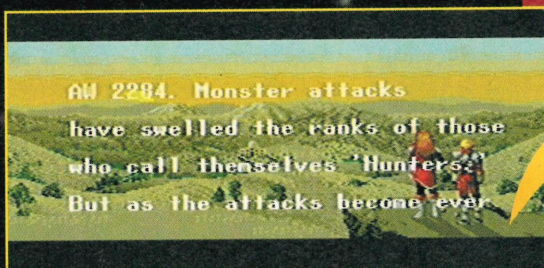
# 82%

A fun race 'n' chase game if ever there was one. Like most platform games, though, it might get a little repetitive in the long run.

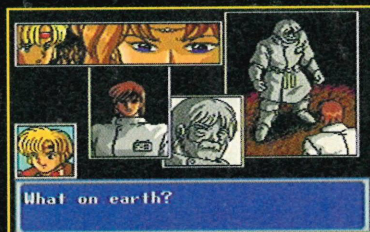




When the fourth *Phantasy Star* game came into the office last week, we were all crammed around the monitor eager to see what changes had been made to arguably the greatest console RPG series ever. After playing it for just a short while, the whole office suddenly became gripped with 'Phantasy Star Fever' (a common affliction which affects many people) and we all started pretending that we were characters from the series. Pretty soon we



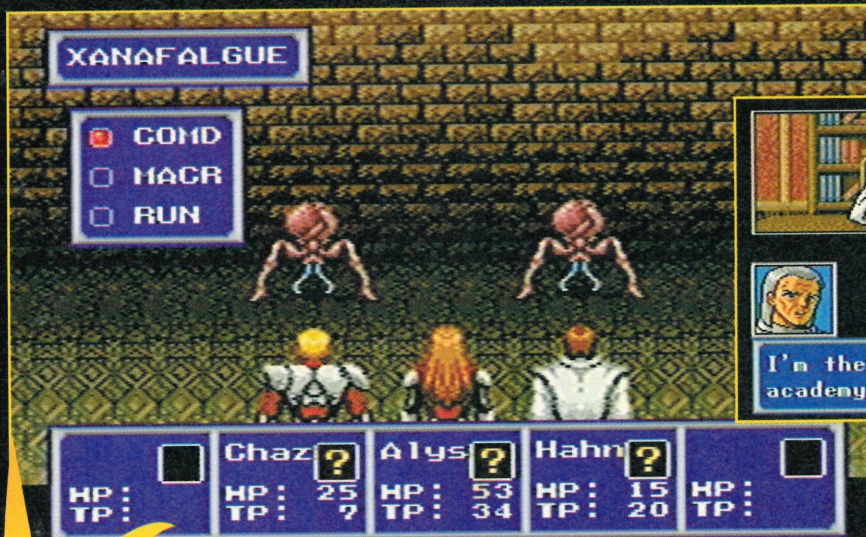
were hitting each other with inflatable axes and generally getting into the spirit of things. Hmmph, just my bloody luck to play the part of the Bolglo – the elf who always has to get beaten up!



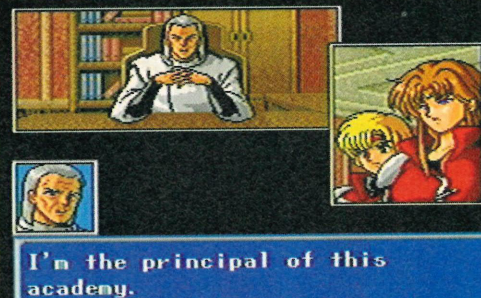
To free this poor chap, you're going to have to find an antidote.



This big monster's name is Igglanova. With a name like that, I'd have an attitude problem as well.



At the start of the game, you meet the principal of Piata.



Fighting may be a long and hazardous task, but it sure builds up the old experience points.

# PHANTASY STAR

The end of the millennium



It had to happen sooner or later – after the huge success of the original *Phantasy Star* on the good old Master System, and *Phantasy Star II* and *III* on the Mega Drive, it was kind of inevitable that a fourth game would appear. If you've ever played any of the *Phantasy Star* games before, you'll feel right at home here. It basically uses the same control system as the others in the series. Viewed from an overhead perspective, you have to solve the various puzzles in the game by talking to the correct characters at the right time. If you happen to run into some baddies, the viewpoint changes and you'll have to decide whether to fight, run or use magic to get past the problem – it's all a bit tactical, really. When you

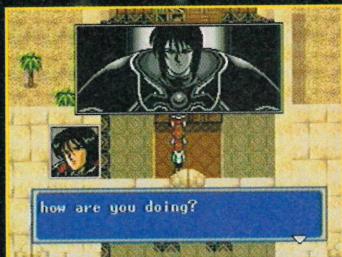
come across important events, they are played out before you via cinematic scenes. As you can imagine, this all takes up a hell of a lot of memory. A huge 24 Megs, in fact! Stats, stats and even more stats are dominant in this game. Everything from defining how agile a character is, right up to how many hits he can take before he dies. This counts for the monsters too, so spending money on powerful weapons and armour is a must if you want to survive in the game very long. Of course, hearing this won't surprise any hardened RPG fan – over ten years ago now, games such as *Dungeons & Dragons* were won and lost by the roll of the die. The only downside of using all of these numbers and calculations to determine battles is the fact that it takes so long to progress. Even a minor fight

can turn out to be a long slog... As I've already said, the main game is seen from overhead. Well, it's two kinds of overhead, really. The first is based on a 1:1 scale and this is used for when you walk around the various cities, villages and caves in the game. This is perfect for exploring and talking to characters. But when you leave the villages and head out into the wilderness to travel to another place, the view will zoom out so that you can see far more of your surroundings. Spookily enough, your characters still stay the same size! A heck of a lot of improvements have been made over the previous *Phantasy Star* games, the most notable of which are the ability to attack from vehicles, combine spells to combat the enemy with, and take on sub-quests which act as mini-adventures in their own

## PROtip

REMEMBER, REMEMBER, REMEMBER. IF ONE OF YOUR PARTY DIES IN COMBAT, YOU CAN ALWAYS REVITALISE HIM AT THE NEAREST INN. NOW THAT SOUNDS LIKE A GOOD TIP TO ME!





Zio, the Black Magician. This guy's the big baddie in the game. Yipes!



How many stats? A lot, that's what!



Blimey, talk about respecting your elders! This rat-man's the head of the village of Tonoe, don't you know?

right. They're all improvements, and all good ones at that.

When compared to other RPGs on the Mega Drive, only *Shining Force II* (also by Sega) comes close. The games are almost exactly the same in format, although the latter focuses more on the combat side of things, whereas *Phantasy IV* is much more story-line oriented. I personally know which one I'd rather be playing - I like a good story..

As you can tell from the screen-shots, the graphics are all very well drawn, but what you can't tell is what the game sounds like. The good news is that none of the tunes will distract you, you can thank the low sound level for that, but the bad news is that they're as weak and as shallow as most of the Japanese-inspired music that we seem to get these days. Something about it reminded me of the old Playschool TV show for some reason.

There's no doubt about it, *Phantasy Star IV* is the biz verses the nudge for anybody who knows what they're on about. If you want a top RPG to fiddle about on, this is definitely the one to go for. Roll on the UK release!

Mark "Livin' In A Phantasy World!" Pilkington

## WHO DO YOU WANT TO BE?

There are four main characters in the game, and they all play very important roles indeed! Here's a look at them...



### RIKA:

A Numan (not related to Gary!), Rika is an artificial life-form who helps you out later on in the game.



### CHAZ:

The main character in the game, he starts out as a li'l rookie, but pretty soon emerges as the true leader of the party.



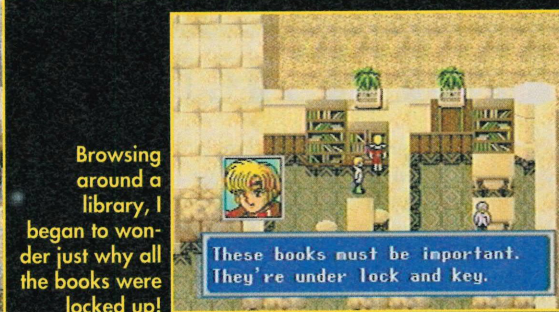
### RUNE:

Rune is a friend who you meet towards the beginning of the adventure. A powerful sorcerer.



### WREN:

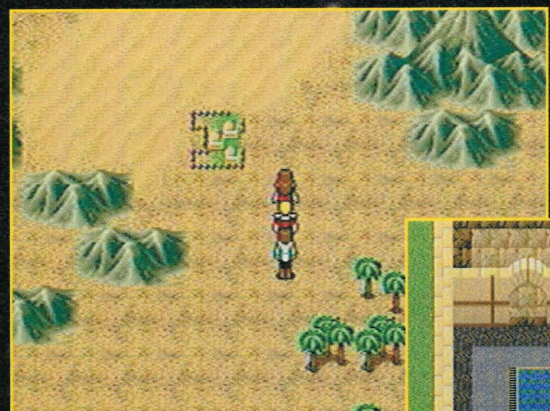
An old (998 years!) but powerful android, Wren joins you later on in the game.



Browsing around a library, I began to wonder just why all the books were locked up!

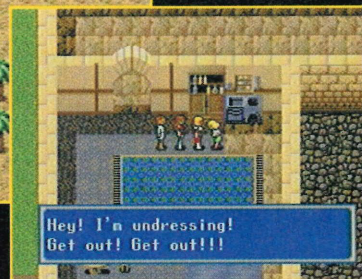


Something smells fishy here.



The large map which you see when you venture out of a city. Pretty, isn't it?

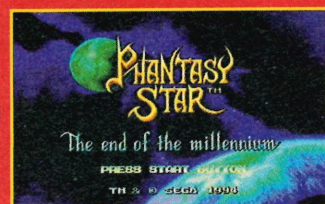
Ho, ho, ho. So many sexist jokes, and yet so little space to write them in...



Hey! I'm undressing! Get out! Get out!!!



SEGA  
£74.99  
OUT: NOW



CART SIZE: .....24Mbit  
PLAYERS: .....1  
STAGES: .....n/a  
SKILL LEVELS: .....n/a  
FEATURES: battery backup  
CONTACT: .....Video Game Centre  
(01202) 527314

## PROVIEW

### PHIL

Another top-notch RPG from Sega. A bit pricey on import, though.

### RYAN

A good combat system that even lets you 'program' your moves in advance.

### CHRIS

A more complex RPG than many, this is utterly absorbing stuff.

## PROSCORE

### GRAPHICS 83%

▲ Very Manga-ish, very colourful, very Japanese.

▼ Nothing stunning, but there's a huge landscape to explore.

### SOUND 67%

▲ The sound level is low enough to never become annoying.

▼ The music's nothing special - typical Oriental tunes.

### GAMEPLAY 95%

▲ Easy-to-understand controls make this a sweet game to play.

▼ The only very slight niggle is that combat can drag on a bit.

### CHALLENGE 96%

▲ This game is HUGE! You won't be completing this one in a few hours.

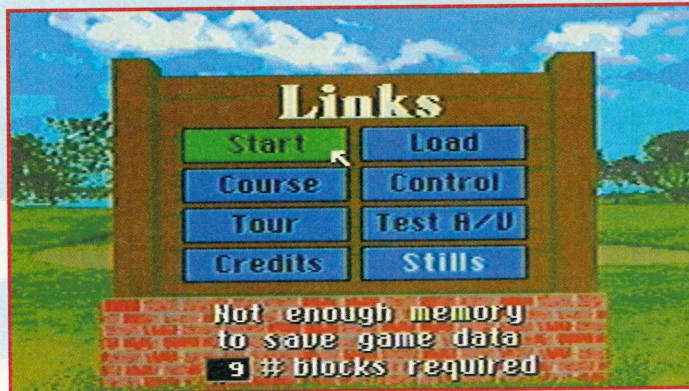
▲ Thanks to an intriguing storyline, you'll be hooked right until the end.

# 95%

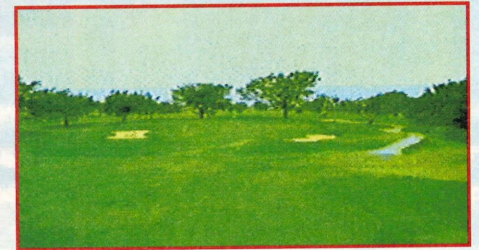
A brilliant story and superbly designed gameplay to match. The greatest RPG that we've played yet. Get it while it's hot...



There's a whole bagful of options to choose from in this game.



You get a fly-over Full Motion Video view of each hole before you play it.



# LINKS

## THE CHALLENGE OF GOLF

The blurb on the *Links* packaging states: "A golf game so real, you can almost smell the green." Well, always one to believe such things, I decided to see if this was true. I loaded up the game on the Mega-CD and started to play a few holes.

Having a good old sniff around the screen and failing to detect anything remotely 'green', I then decided that maybe I wasn't in the right part of the office to actually smell it properly. After wandering around for about half an hour, my nose managed to get overdosed on chips, crisps and coffee to such a point that I almost fainted. Still no funny 'green' smell, though. Hmm, maybe I've got a cold...

**N**ever mind the lack of smell, this golf game's good enough to make up for it! When you first switch the Mega-CD on, you're greeted by some gobs-macking FMV and crystal-clear speech. Forget all the usual rubbish that we find on the Mega-CD – this stuff (apart from a few glitches, thanks to the lack of on-screen colours) is the real deal. The smooth speech continues into the game itself, although it must be said that it gets a bit tedious after a while. As for the FMV, you get a good few seconds' worth as it introduces each hole, although the actual game itself doesn't feature any.

Looking spookily similar to the *PGA Tour* games on the Mega Drive, it comes as no real surprise to find that the control system is almost identical as well, using a similar strength bar to judge how hard you're hitting your shots. I had no problems quickly moving the ball down the course, and I found it all very easy to get to grips with.

The amount of options available in this game is stunning: You can opt to play in a Tournament, Practise any hole, choose from Pro, Amateur or

Beginner levels, look at an Instant Replay after your shot (from a choice of two angles!), save your player/position to the battery back-up... I could go on and on! Basically if you're an options fan, you're going to have posters of this game all over your wall – there's even the option to play with that strange control device, the TeeVGolf club.

The graphics in the game are great, with each hole, player and background all digitised from the real thing. Right from the aerial fly-overs of each hole, up to the last putt of the ball, this game oozes graphical quality. The only problem is that the Mega-CD has only so many colours of green with which to do things with.

Soundwise, this game impresses too. The sampled speech which you hear throughout is crystal clear – even if the commentator does get on your nerves after saying "Player One's turn!" for the 100th time. The sound effects are the usual twings and twacks that you expect from golf

games, so no major shocks there, but the pre-game tunes are of a really high standard. You can instantly tell it's playing from the CD, and there's just enough of it not to annoy.

As good as this game is, there are some bad points to take into consideration. For instance, there's only one course to play in the game – a real shame, reducing the long-term appeal. In the future, there may be some additional course discs released, but for now you're just going to have to stick with the one you're given. Another niggle is the fact that there aren't any crowd noises to spur you on. No cheers, no nothing – not even one clap. A bit strange, but nothing that affects the gameplay too much.

At the end of the round, this is another highly polished golf game that only suffers from the lack of courses. So you might well be better off getting one of the *PGA Tour* games on the Mega Drive instead.

Mark "Putter" Pilkington **SP**

### PROtip

CHIPPING GIVES YOU A SHORTER, MORE CONTROLLED SHOT. USE THIS WHEN YOU GET CLOSE TO THE GREEN. SELECT 'BEGINNER' FOR THE DIFFICULTY LEVEL TO START WITH.

There are only 18 holes in the game. This is a shame, because the 19th hole (ie the pub!) would have added a whole new aspect. Never mind, here are some of the holes...





### Enter Player Information

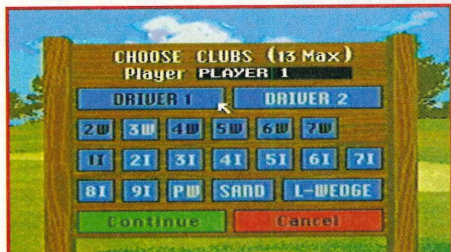
Player	Gender		Level			Tees			Other	
	M	F	P	A	B	B	I	W	R	Load Clubs
1 PLAYER 1	X			X			X			
2										
3										
4										
5										
6										

Continue Cancel

The player set-up, where you can change your sex amongst other things!

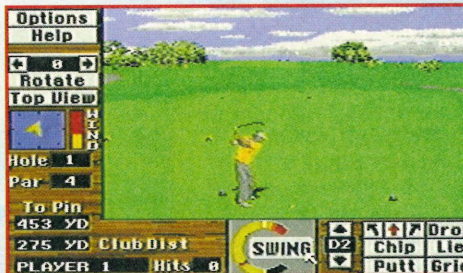
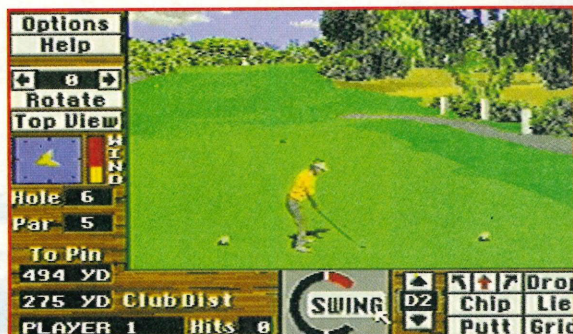
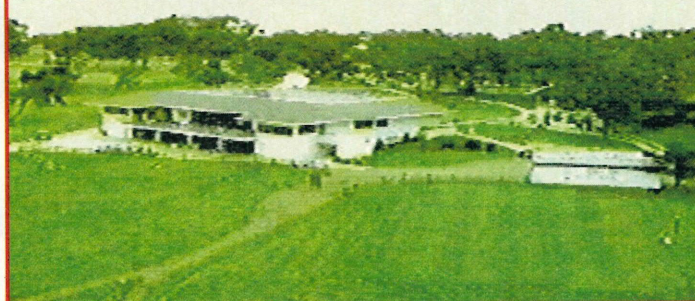


For the idiots amongst you, here's how to play with the TeeV Golf club!



The club selection screen. As in real golf, you're only allowed to take 14 clubs on the course.

I wouldn't want to live here. Well, you'd get balls crashing through the windows every five minutes, wouldn't you?



Golf. What a wild 'n' crazy game, eh?

Your golfer has just taken his shot. A shame that you can't see the superb animation in this screenshot.

Tee-hee-hee! What silly trousers!

Player One takes his shot... Stop the power meter at the right point to set the strength.

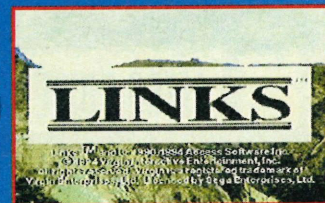
You can select an overhead view if you get lost. Ah, so that's where I am!



The reverse replay shows all the action in every possible detail.



**VIRGIN**  
**£44.99**  
**OUT: NOW**



CD ACCESS: .....medium  
PLAYERS: .....1-6  
STAGES: .....18  
SKILL LEVELS: .....3  
FEATURES:.....battery backup  
CONTACT:.....Virgin  
(0181) 9602255

## PROview

**PHIL** ■■■■

Excellent CD visuals and speech enhance the neat playability.

**RYAN** ■■■■

Playable, but not quite on a par with EA's *PGA Tour* series.

**CHRIS** ■■■■

Only one course? I'd be tempted to wait for *World Cup Golf*.

## PROscore

**GRAPHICS 90%**

▲ Superbly digitised FMV scenes and courses.

▼ The Mega-CD's lack of colours brings things down to earth.

**SOUND 92%**

▲ The music snippets are really good stuff, as is the commentary.

▼ If I hear "Player One is up!" one more time, I'm gonna scream!

**GAMEPLAY 85%**

▲ Similar controls to *PGA* make this game instantly playable.

▲ The huge range of options gives you plenty to play around with.

**CHALLENGE 87%**

▲ Up to six players can join in, so it's great for playing in a group.

▼ But pretty soon you'll get bored of playing the same 18 holes.

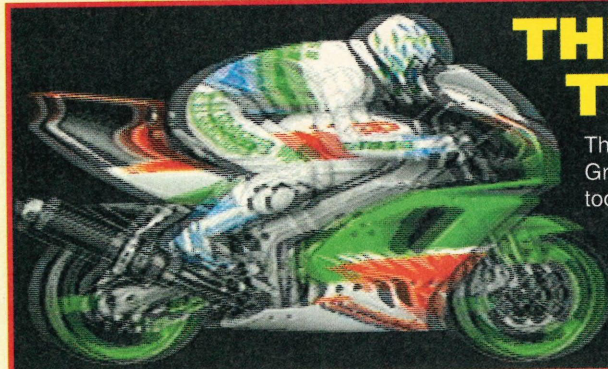
# 84%

A very polished game of golf with some impressive graphics and sampled sound. The only shame is that there's just one course.





MEGA DRIVE



## THEM BIKES, THEM BIKES...

The dream machine you ride in the game is the Team Green Kawasaki ZXR750R. For those of you who aren't too clued up on bikes, this is the two-wheeled equivalent of a Ferrari. It looks nice too, which is an added bonus for pulling the girlies, eh lads? (He says in a mocking and sarcastic tone.)

# Kawasaki

## SUPER

A bit of a complicated story to this one. Basically, Domark bought the Kawasaki licence from the famous bike company, hired ace programming team Lankhor (who also produced Domark's *F1*) to actually program the thing, and then got Time Warner Interactive to distribute it. Blimey, they like to make things simple, don't they? Whatever happened to good old in-house development, eh? That's what I want to know!

I've said it before and I'll probably say it again several thousand times, but the fact is cars are where it's at when it comes to racing. Who wants to watch bikes race around a track? Not me, sonny! So, with this in mind; why bother releasing a motorbike sim? Probably to please the weird minority who actually prefer bikes to cars – the world can be strange like that sometimes.

Regardless of popularity though, it's the game that counts – and in this case it's a damned fine game. Viewed from the rider's perspective, *Kawasaki* bears more than just a passing resemblance to *F1* (which, fact fans, is soon to be updated with *F1: World Championship Edition*). This isn't too surprising when you consider the fact that it's the same programming team responsible for both games.

To play the game, all you have to do is hold down button A, stay on the track, pass the other bikes and, erm, that's about it really. There's

not a lot to this game, but being a racing sim, you'd be a fool to expect more interaction. Before each race you have the chance to change the bike's set-up (for example, should you opt for wet or slick tyres? High or low gears?) and read a brief description of the circuit. The weather can be a big factor in the game as well, with the difference between a rainy and sunny day affecting the way you ride your bike.

### ProTip

UM, HOLD DOWN THE THROTTLE BUTTON? STAY ON THE TRACK? DON'T CRASH? LOOK, IT'S A RACING GAME – WHAT DO YOU WANT ME TO SAY?! OKAY, LOTS OF PRACTICE MAKES PERFECT.

Using filled polygons to show the action, this game can really speed up when you hit 190 mph. I couldn't exactly say that the scenery becomes a blur, because I'd be lying through my back teeth if I did, but the screen does scroll past at a fair old rate. This isn't a problem when you're racing along a straight; but the tricky bends and curves, plus avoiding all the other bikes, soon sorts the men out from the boys. Apparently the Kawasaki racing team supported the programmers with technical advice, so you can be sure the bike handles very realistically. On the other hand, it can miraculously withstand 100+ mph crashes – huh, I don't know, if only it was that way with cars too!

Right, how's about we have a look at the different game options? If you're feeling like up for a

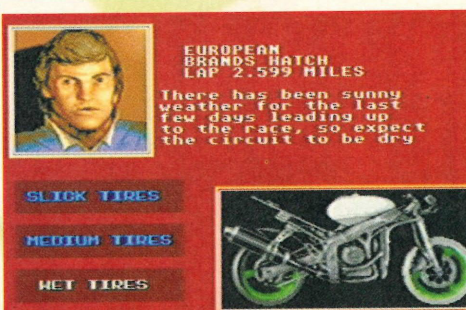


Riding under the tunnel at over 100 mph, you suddenly remember the fact that you forgot to go to the toilet before you got on the bike.

challenge, you can race in a full 14-track season (shortening this if you want) or an eight-hour endurance race. On the other hand if you get scared by the thought of doing all that, why not just select a single race instead?

Before you can begin the race proper, you'll have to qualify first, but the good news is that you can skip past that bit and go straight on to the proper racing – the only problem is that you'll start at the back of the grid.

The controls can be changed if you so wish, but the basic set-up seemed to work fine for me. You can also decide on whether to listen to the deep, bassy music or whether to switch it off for good. If you have a mate handy, why not grab hold of



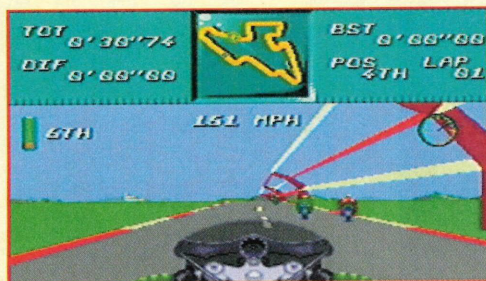
The bike set-up screen where you can choose from all kinds of options (though sadly, the fluffy dice one was missing).

him and make use of the two-player mode? Due to the smaller split-screen views, it's not quite as good as the excellent one-player version, but still proves to be playable enough for settling any arguments you have.

Like most racing games, you'll probably get tired of *Kawasaki* eventually, but before that happens you'll have the ride of a lifetime!

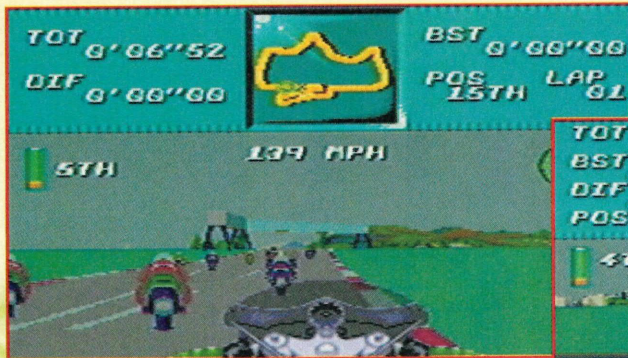
Mark "Motorway madman!" Pilkington

SP



Way-hey-hey! We're zooming along now!





It's a bit wet, innit? The rain makes cornering trickier.

And the race results are... erm, that I've lost. Bugger!

**RACE RESULTS**

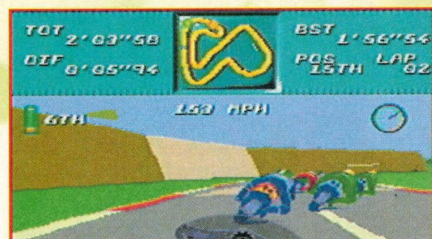
BILL ABELL	20	20
ROLLING THUNDER	19	19
ROCKET MAN	18	18
STING	17	17
STO SURVIVE	16	16
PUSHIN' PISTON	15	15
JUMBO JUNE	14	14
MONTE CARLO	13	13
STEADY EDDY	12	12
LEADER LIZ	11	11
FAST EDDY	10	10
STEADY EDDY	9	9
SLIDING STEVE	8	8
CRASHIN' CAR	7	7
CRASHIN' CAR	6	6
CRASHIN' CAR	5	5
CRASHIN' CAR	4	4
CRASHIN' CAR	3	3
CRASHIN' CAR	2	2
CRASHIN' CAR	1	1



Wet weather isn't the best of conditions to race in. Make sure that you've put on the wet tyres.



# PROBIKES CHALLENGE



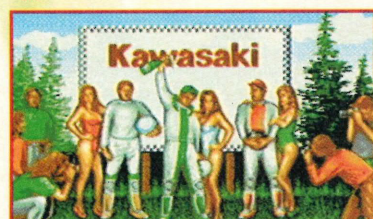
Turning the corner. Make sure you don't fall off!



The two-player mode in all its glory. Each rider gets his own split-screen view.



Right at the start of the race, now's the time to shout insults at your opponents.



...and we have a winnnnn!

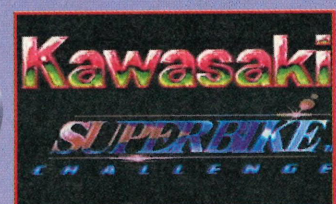


Ah, there's nothing like riding in the sun, is there?

Yep, it's a racing game! And a fast and playable one at that.



TIME WARNER  
£39.99  
OUT: NOW



CART SIZE: .....8Mbit  
PLAYERS: .....1-2  
STAGES: .....n/a  
SKILL LEVELS: .....4  
FEATURES: .....passwords  
CONTACT:.....Time Warner Interactive  
(01604) 602800

## PROVIEW

PHIL ■■■■□

The bike handles more realistically than games like *Road Rash*.

RYAN ■■■■□

The biking equivalent of *F1*, this is a lot of full-throttle fun.

CHRIS ■■■■□

Tricky at first, but once you get the knack it's very addictive.

## PROSCORE

GRAPHICS **79%**

▲ You want speed? You got it matey! The scenery roars past.

▼ The graphics aren't brilliant, although they do get the job done.

SOUND **67%**

▲ You can't really moan about the bike engine noises...

▼ The music has some nice drumbeats, but is best turned off.

GAMEPLAY **93%**

▲ Give it full throttle and enjoy the fast and furious racin'!

▲ Your bike handles realistically enough, banking right over to corner.

CHALLENGE **89%**

▲ The 15 circuits will keep you playing this game for ages.

▲ The two-player mode is a nice addition to keep coming back to.

**90%**

With the same superfast 3-D game 'engine' as *F1*, this is an equally outstanding racer. The best bike sim on the MD and no mistake!





MEGA-CD

# Keio Flying Squadron



This game's barmy plot involves a 20-year-old girl living in the 17th century feudal city of Edo in Japan. It turns out that she is the keeper of the Key to the Secret Treasure, and she also happens to be a descendant of aliens who visited Earth years ago! The key gets stolen by the mad raccoon leader Dr Pon, and the girl has to enlist the aid of her trusty dragon Spot as she tries to get it back...



Bomb all the houses that you see in this game. Blimey, that's a bit heartless.

## PEOPLE ARE STRANGE...

The three main characters in this game are weeeeird!

**W**hat a load of codswallop for a story! Call me unimaginative if you will, but if a game involving blowing up Dr Pon's flying raccoon army whilst controlling a semi-naked bunny-girl who rides on the back of a dragon makes perfect sense to you... well, what can I say? Loony!

Underneath all this weirdness, though, this is a basic shoot-'em-up. This kind of gameplay dates back to early arcade blasters like *R-Type* and *Defender*. You fly along the side-scrolling screen on your little dragon, blasting anything that moves and collecting the power-ups.

Flying raccoons, cats and moles make up the cannon fodder, whilst US Navy cruise ships, swamp creatures and wooden tanks act as the

## PROtip

SHOOT ENEMIES AS SOON AS YOU CAN - BEFORE THEY FIRE BACK. STAY LOW TO AVOID THE FIRST BOSS'S MISSILE ATTACKS, AND THEN COUNTER-ATTACK WITH YOUR OWN!



The huge flying boat that you see above you on Level 1 is a mystery!



After blowing open the train carriage, you still have a lot of work to do.

guardians. They may be weird, but they do look colourful and realistic!

There's a fair smattering of sampled speech and FX scattered throughout the game. The girlie cries and cow moos are particularly memorable, although the funky Japanese music gets on

your nerves after a while

All in all, this is a playable little game, but I'm not too sure that it's one you'll be playing for months on end. *Keio Flying Squadron* is fine for newcomers to the video-games scene, but for us old, old veterans of gaming... give it a miss.

Mark "Bunny Boy?!" Pilkington SP



### RAMI

The female hero - makes a change. But why does she wear that silly costume?



### SPOT

Rami's pet dragon. For some reason, he's armed to the teeth with magical weapons.



### DR PON

The fiendish doctor wants to create a raccoon world. What's so bad about that?



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STAGES: .....7  
SKILL LEVELS: .....3  
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## PROview

**PHIL** ■■■■  
Not the most impressive CD game ever, but strangely addictive.

**RYAN** ■■■■  
Good, but lacks that vital ingredient to make it a real classic.

**CHRIS** ■■■■  
I was very surprised at how playable this is. A good blast from the past.

## PROscore

**GRAPHICS 80%**

- ▲ The graphics create that Manga feeling perfectly.
- ▼ Too strange for most people's liking (not to mention sexist!).

**SOUND 72%**

- ▲ The music and samples are all CD-quality stuff.
- ▼ Although catchy, the music eventually gets on your nerves.

**GAMEPLAY 85%**

- ▲ Just like any other shoot-'em-up, this game is instantly playable.
- ▲ Lots of power-ups to collect and novel monsters to kill.

**CHALLENGE 74%**

- ▲ The later levels are very tough - this will take some completing.
- ▼ When you die you have to restart the current level. Doh!

# 78%

It's creepy, it's kooky and a perfect introduction to shoot-'em-ups. Nostalgic arcade fans might also enjoy it.



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MEGA-CD

## THE CAST (IN ORDER OF APPEARANCE)...

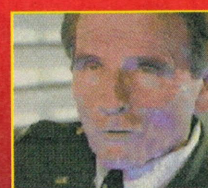
### ADAMS:

The commander of Operation Midnight Raiders, this brute doesn't value the team's lives too much – as long as they get the job done, then he's happy.



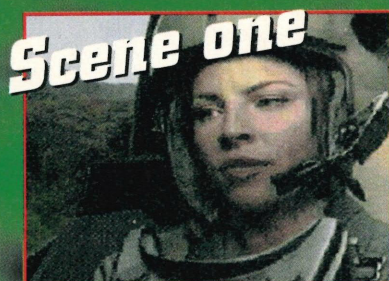
### COLONEL GRIMSBY:

The second-in-command, the good Colonel Grimsby is forced to take orders from Adams, or else his job is on the line! He'll try to make life as easy for the team as he can...



# MIDNIGHT

**THE PLOT:** The world's leading biochemist has been kidnapped by terrorists in the Middle East. He has knowledge which can cause worldwide nuclear war. To prevent this happening, a crack team of gung-ho types have been drafted in to rescue him. The professor is thought to be held in a Chemical Weapons Installation somewhere in Iran – the operation to rescue him is known as 'Midnight Raiders'.



**Scene one.** The camera zooms up close to the face of Sparks. Weird Twilight Zone music plays away in the background while this goes on, but immediately stops when she begins to talk.

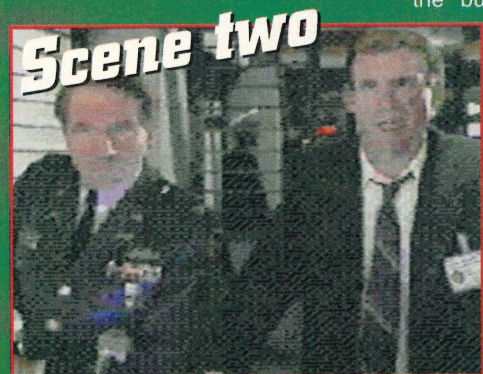
**SPARKS:** Hang on, what's going on here? I thought I was supposed to be starring in some high-budget action movie, not some cruddy little Mega-CD effort! Blimey, this is all a bit grainy for my liking – oh well, I guess it's the same old story for the FMV on the Mega-CD.



The view now changes, showing the helicopter rising up from the ground, ready and armed for action. Whilst this happens, the voice of the director cuts in, sounding rather

peevish off with his cast.

**DIRECTOR:** Now listen here you lot, the truth of the matter is that none of your shoddy acting 'skills' will ever win you any Oscars in a month of Sundays. A so-called 'cruddy' Mega-CD game is as far as you're going!



**Scene two** zooms into the commander's offices. Two important-looking people are chatting away.

**COL. GRIMSBY:** So, I presume this is an interactive FMV game, Adams. But what, pry tell, does the player actually have to do?

**ADAMS:** Well, it's basically a shoot-'em-up. A cursor will appear on screen whenever the helicopter comes across an enemy vehicle, and it is up to the player to target it in time and then blow it up. He has a

few seconds to do this in, but if the enemy's still alive – BLAM! – he's in trouble. This is all very well, but the game doesn't really gel together well.

## Scene three



**Scene Three** changes to show a jungley landscape. Trees are everywhere.

**GRIMSBY:** Isn't this a shot of a Vietnam jungle?!

**ADAMS:** Hmmp! Sadly the budget didn't run far enough, so the game's programmers were forced to turn to old war clips from Vietnam and the Gulf War. This affects the continuity when you play the game – one minute you could be flying through the desert, and the next you'll be deep in the jungle! A shame, but after a while the player should get used to it.



Joker decides to try out the helicopter's hardware. The guns on the chopper spit out flaming death...

**JOKER:** Great stuff! Seeing the results of firing the gun at an enemy is pretty satisfying.

**SPARKS:** That's right, Joker! To tell you the truth, apart from the grainy

FMV, the actual action scenes are really spectacular. And even better than that, it all runs smoothly as well. A minor niggle is that occasionally the action freezes up on you for a split-second – due to the CD being accessed no doubt.



The camera cuts to Joker, who's looking out of the plane. Has he seen an enemy to fire at?

**JOKER:** There's one problem with this game that's bugging me a bit: you couldn't exactly call this a flight simulation, could you? Really, the course of action is already decided for you; all you have to do is blow up anybody who gets in your way. This is probably too limiting for most people. Hey, is that an enemy chopper I see in the horizon?



Joker appears to be grinning and laughing to himself. An air battle is about to commence!

**JOKER:** Ha, ha! I think I'm about to



## JOKER:

This is the one who you control! The helicopter's gunner, Joker has more than a few tricks up his sleeve when it comes to blowing the enemy away. He luuurves himself.



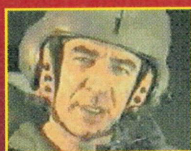
## SPARKS:

The only woman in the team, Sparks hates Joker – she's always putting the poor guy down about what a dodgy shot he is. A bit of a bitch, really.



## STRIKER:

The helicopter pilot, this man will congratulate Joker if he fires well, or have a go at him if he cocks up. He'll also warn Joker of any enemy vehicles approaching.



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## MIDNIGHT RAIDERS

CD ACCESS: .....fast  
PLAYERS: .....1  
STAGES: .....n/a  
SKILL LEVELS: .....2  
FEATURES: .....none  
CONTACT:.....Video Game  
Centre  
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## PROVIEW

PHIL ■■■■

Like *Tomcat Alley*, it's good fun despite its obvious FMV limitations.

RYAN ■■■■

The acting's as hammy as usual, but the action's often spectacular.

CHRIS ■■■■

More watching than playing. I prefer my games to be more interactive.

## PROSCORE

GRAPHICS **89%**

▲ The in-game FMV is a full-screen jobbie, and it's fast and colourful.

▼ The graphics are a tad grainy at times, sometimes too much so!

SOUND **88%**

▲ As you'd expect, the speech and sound effects are crystal clear.

▼ You get tired of hearing the same old speech samples.

GAMEPLAY **73%**

▲ A playable enough game if you're into just shooting things.

▼ A bit more interactively wouldn't have gone amiss.

CHALLENGE **85%**

▲ The in-game movie is fun to watch and the enemies are varied.

▼ Repeating the same sections can get a bit annoying.

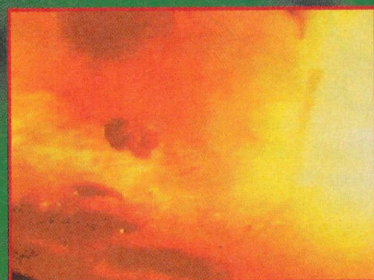
# 81%

Not bad. The FMV movie is good stuff, although the simple shoot-'em-up action becomes repetitive after a while.

Mark "Raider" Pilkington SP

# RAIDERS

score my first kill! Hey, the game's sound is really good quality – I'm quite impressed by it all to tell you the truth. The only problem that I've noticed is that sometimes the speech doesn't go with what the characters are saying – a common problem with these import CDs (you may prefer to wait for the official release). Having said that, it all sounds clear enough and you don't have to strain your ears to hear anything.



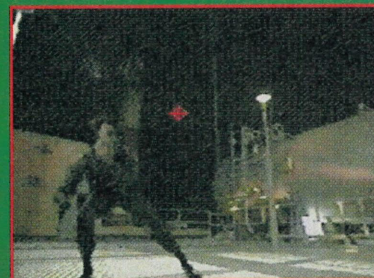
After managing to hit the chopper, Joker begins to go into more detail.

**JOKER:** Yeah, it's a pretty neat idea really, although I have to say that the game gets a hell of a lot tougher when you wander around on foot. Whereas you are usually given another chance to continue the game if you get shot in the air, one hit on the ground and you're dead. Tricky stuff!



The camera changes to show Striker with a strange expression on his face. He looks pleased, yet frustrated at the same time.

**STRIKER:** You're quite right, Joker. This is one of those games that you'd only want to play in small doses. The actual movie itself is fine, although some scenes do repeat themselves, but it's just far too limiting to be classed as brilliant. I have to admit that the acting in the game is of a generally poor standard – no wonder we couldn't get jobs in proper films. All in all, this is a playable enough blast-'em-up which I'd recommend to any helicopter fan.



Once the team reach the Chemical Station, Joker gets out of the helicopter and begins to walk along the ground, with only a gun and his quick wits to protect him.

**JOKER:** See what I mean? This phase of the game is played almost exactly the same as when you're in the air – whenever you come across some bad guys, a cursor appears on screen and you have to shoot them. This is a fine game to play for a couple of goes, but thanks to the lack of involvement, I can't see someone reaching for this one whenever they fancy a quick blast.

## PROTIP

**THERE ARE TWO DIFFERENT BUTTONS TO FIRE: B DESTROYS MEN AND HELICOPTERS, WHILST C IS THE TANK-BUSTER! TRY NOT TO WASTE PRECIOUS SECONDS WHEN TARGETING AN ENEMY.**

A cursor appears on-screen and Joker begins to fire away at the enemy helicopter.

**SPARKS:** Go on, Joker, can't you aim properly or something? One good thing about this game is that this is all real-life film footage, so you'll get none of the model aeroplanes that we had in this game's predecessor, *Tomcat Alley*.

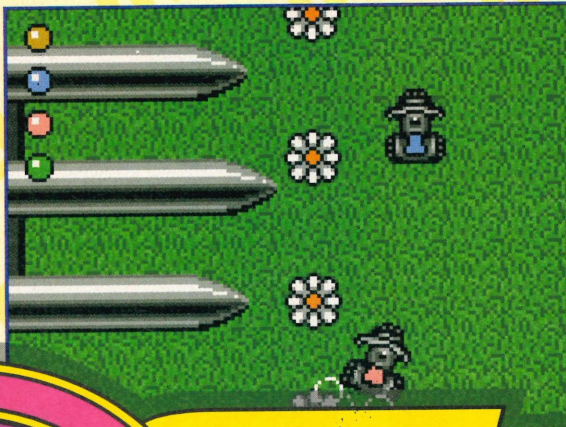
**JOKER:** Not only that, but the range of enemies to confront includes far more than just other helicopters. For instance, you occasionally come across some tanks and missile-launchers. You even get to walk around on foot for a part of the game...





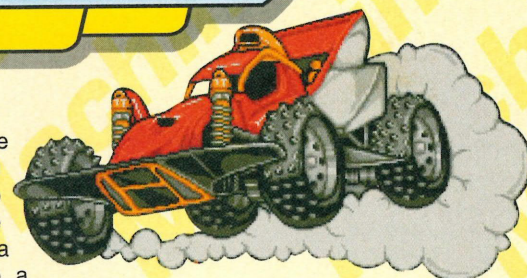
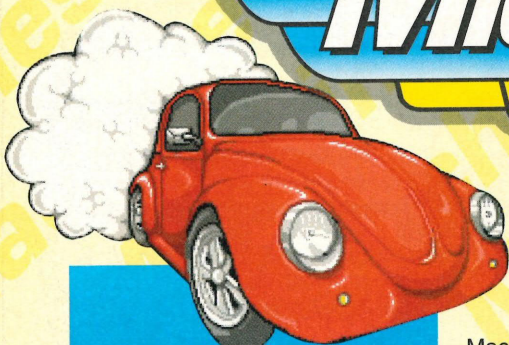
GAME GEAR

Ring up your mates, get 'em round and start revving those engines! If you often feel the need for speed, if you sometimes get the urge to test your high speed racing skills, whilst in some pretty strange places, fret no more. *Micro Machines 2* has finally made it onto the Game Gear...



Racing around the flowers is not as girly as it may look. Watch out for the metal spikes and try to knock your rivals off course. There are no rules in this wacky racing game.

# Micro Machines 2



## RACING PROFILE

You get to choose from this crazy bunch of drivers, all with strengths and weaknesses.

The 'two players on one Game Gear' mode is much like the one in *Pete Sampras*. The cars' acceleration is automatic, so you just have to steer – one player using the D-pad; the other, the two fire buttons.

Every self-respecting Sega owner should have played the excellent *Micro Machines* by now. If you haven't I can only put that down to the fact that you must have living in the North Pole or orbiting the Moon or something. It is addictive racing with attitude, set over some of the craziest courses ever to hear the squeal of burning rubber, and *Micro Machines 2* retains all the style and originality of its predecessor but with a whole bundle of different vehicles and tracks. There are 12 types of transport in all, ranging from Monster Trucks to Hovercrafts. And as for the big race venues, well how about a toilet seat for starters?

The point of the game is the same, you are racing at top speed round various rooms of a house...and oh yes, you are really, really small. This means you have some pretty large household objects to avoid whilst you try and leave the other players eating your dust.

The *Micro Machines* series has built its reputation on its compatibility as a multi-player game

and the Game Gear version has been expertly converted to offer you the same huge variety. You can enjoy a one-player game, have a two-man contest on the same Game Gear, a two-player link-up on separate machines or – most exciting and addictive of all – the nail-biting 8-player knockout tournament.

The frustration levels of playing head-to-head are immense, and directly comparable to its addictiveness. There is no room for the highway code here – it is best to play as dirty as possible, knocking opponents off course, often literally, while you race off into the sunset. A brilliant addition to an already amazing game is the inclusion of various power-ups dotted around the courses. Instead of

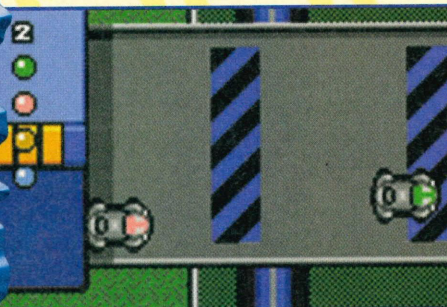
patches of annoying oil and stuff, just waiting to slow you down, you can now benefit from a turbo boost or even pick up the occasional piece of ammunition to blow your pals away with.

The simple and colourful graphics are perfectly suited to the handheld, and anything and everything that you could find lying around your humble abode has been included in this game as an obstacle or a diversion. If you think I'm joking then just wait until you meet the rotating corn-on-the-cobs, sponges that think they are rafts and enough musical equipment to start your own orchestra.

My personal favourite has to be racing the all-terrain vehicles with their wicked suspension over the flower beds, avoiding the flora (no not the yellow "low in polyunsaturates" stuff!), and bouncing like mad over the mud

## PRO TIP

DON'T BE TIMID IN YOUR DRIVING, IF YOU CAN'T BEAT 'EM, KNOCK 'EM OFF THE TRACK. EVEN BETTER, FIND SOME BULLETS AND TAKE THEM OUT OF THE RUNNING ALTOGETHER. YES, I KNOW THAT ISN'T EXACTLY WHAT THE HIGHWAY CODE SAYS, BUT...



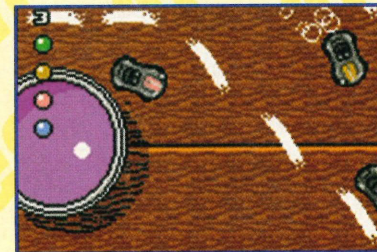
Rev your car up to top speed, but don't fall off the edges or you'll lose precious time.



1 PLAYER  
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LINKED GAMES  
VIEW STATS

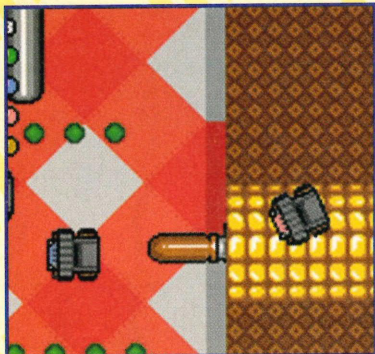


The four contenders line up on the grid at the start of another race. This one's in the sandpit.



Cornering at the highest speed is an art to be learned. It's all too easy to skid off course.

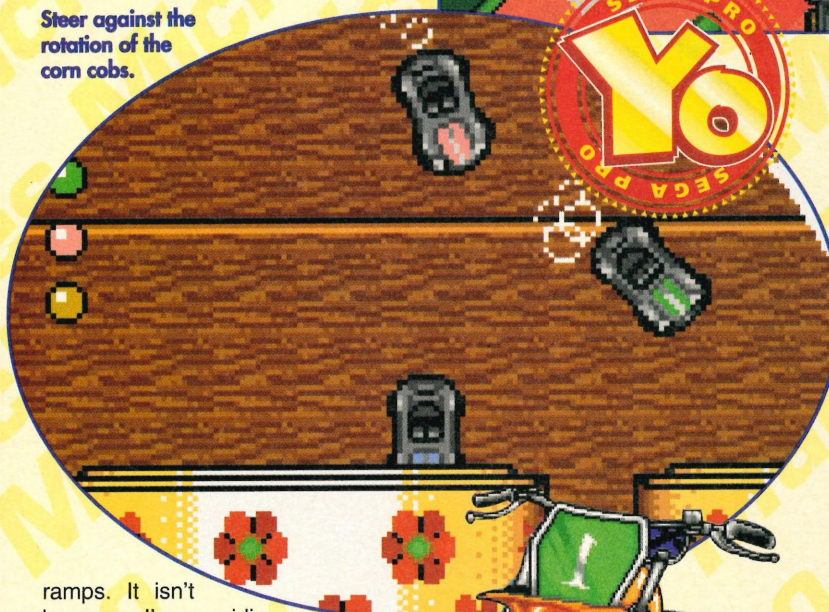




Steer against the rotation of the corn cobs.



There's nothing quite like the thrill of racing round the kitchen table, with a course bordered by green peas. The dumper trucks aren't the fastest vehicles, but this makes controlling them easier.



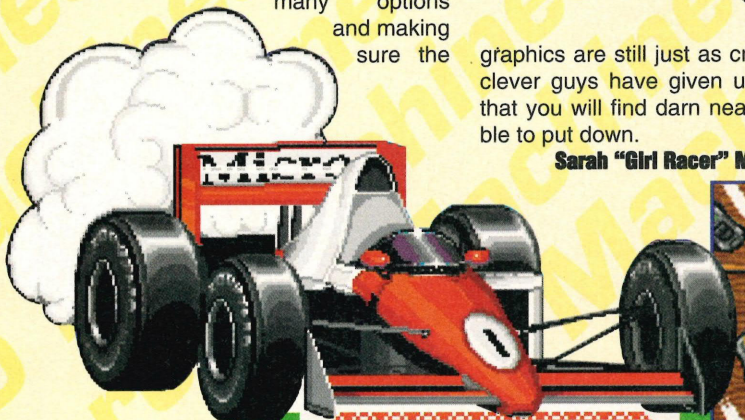
ramps. It isn't because I'm a girlie and like flowers and cutesy things, it's because the course is one of the hardest to stay on. It gets really crazy when all the cars hit the mud banks at the same time. You just have to go for it and not give the others an inch!

Codemasters have done an excellent job converting this onto the Game Gear. By keeping so many options and making sure the

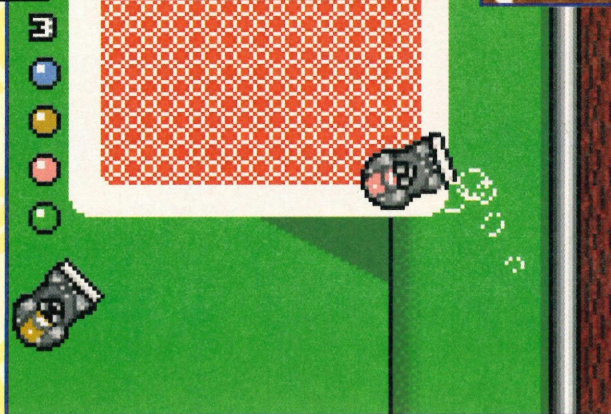


graphics are still just as crisp, those clever guys have given us a game that you will find darn near impossible to put down.

Sarah "Girl Racer" Moran **SP**



Roaring around this pool table, you get from the edge onto the main surface by going down playing-card bridges. Be careful not to drive into any of the pockets, though.



You get to choose your favourite driver at the start of each game. As on the MD, you can change their names.



This course is shown by chalk lines on the wooden boards. However, you can often find short cuts in this game.



Skidding around a corner, you have to watch out for your opponents trying to ram you over the edge.

Steer clear of the paint pots on this DIY course. Hitting them causes you to stop abruptly.



These spinning corn cobs are really tricky to get over.



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**CART SIZE:** .....4Mbit  
**PLAYERS:** .....8  
**STAGES:** .....54  
**SKILL LEVELS:** .....1  
**FEATURES:**..link-up feature  
**CONTACT:**.....Codemasters  
(01926) 814132

## PROview

**PHIL** ■■■■■

An excellent conversion of the MD game, it's incredibly addictive.

**RYAN** ■■■■■

This sort of simple racing action is perfectly suited to the handheld,

**MARK** ■■■■■

Superb racing fun. The two-player modes are particularly good.

## PROscore

**GRAPHICS 90%**

▲ All you've come to expect from Micro Machines... and more.

▲ Really sharp top-speed racing with a fun theme and cute drivers.

**SOUND 87%**

▲ Good fast and funky music – just what you need to race to.

▲ Each vehicle has its own engine sound – what more could you want?

**GAMEPLAY 91%**

▲ Once you master the directions, dead easy to pick up.

▲ This is totally addictive and requires a heck of a lot of skill.

**CHALLENGE 89%**

▲ Loads of options, and with 54 courses to zoom around there's plenty to do.

▲ With the competitive two-player modes, this is mega exciting stuff.

**90%**

This is a must. It plays well, looks great and will drive you (geddit?) up the wall trying to beat your mates.



It had to happen, didn't it? After the huge success of Shining Force and Shining Force II on the Mega Drive, Sega have finally decided to give Mega-CD owners a chance to see what they were missing out on – and in style, too. The MD games took up to 24 megabits in memory, so what do you reckon they can make out of a 600 megabyte CD?! Blimey, if they used all of this information up, you could end up playing this game for ever. In fact, the game might have no ending at all! Expect good things, people...

**A**s good as my job is, playing endless platform games and shoot-'em-ups all day long occasionally grows tedious, to say the least. What I need is a good, meaty RPG to get my teeth into...

Shining Force CD is certainly a meaty RPG if ever there was one. It follows the style set by the previous Mega Drive games, but as you'd imagine from a CD title, it's far bigger than both of those. Strangely though, it's based on the two Game Gear Shining Force titles – but at least you get two games in one.

As with most RPGs, this game is dominated by stats. Stats for everything, in fact. Swords, Goblins, Strength, Bats, Intelligence, Wizards – you name it, they all have their own little number which determines what they can and can't do in the game. This is great in a kind of a sad

trainspotter way, but a pain for adventurers who just want to get on with solving puzzles.

Taking an overhead viewpoint, most of the game isn't dominated by problem-solving and character interaction as you might think. No, if anything, Shining Force CD is a war game, focusing more on the combat side of things. The only problem with this is the fact that the battles take so darned long to play out! I think it took over half an hour to get past one fight – far too long for the casual gamer to have a quick 'blast' on.

So what control do you have over your party? Well, when you're not busy fighting the evils of the world in the battle section, you have the chance to wander around the land and explore the local area. If you come across a village, you can equip your party with extra weapons, rest them in an inn overnight, and talk to anyone who might be your ally.

Considering the amazing FMV and graphics scaling capabilities of the

Mega-CD, Sega seem to be content with keeping exactly the same graphical style as the Mega Drive games had. More than a little disappointed with this, I could only take heart with the fact that the music has been hugely improved on.

Epic opera music is the order of the day here, and rousing stuff it is at that. You can tell that it's playing from a CD, the quality is that good. The pace of the music even changes when a battle takes place. Depending on what part of the game you're on, the music can switch from a relaxing melody, up to an inspiring, dramatic theme. A high point for the game.

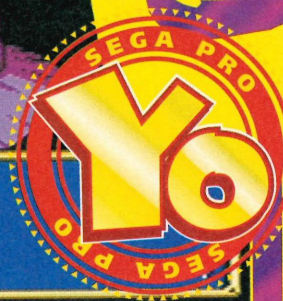
The icing on the cake, of course, is the choice of two different adventures to play. Sort of like the choice between reading *The Hobbit* or *The Lord Of The Rings*. The sheer size of both of these games means that you'll be playing them for several months at least – more than enough time to get value for money, methinks.

Mark "Pixie!" Pilkington **SP**

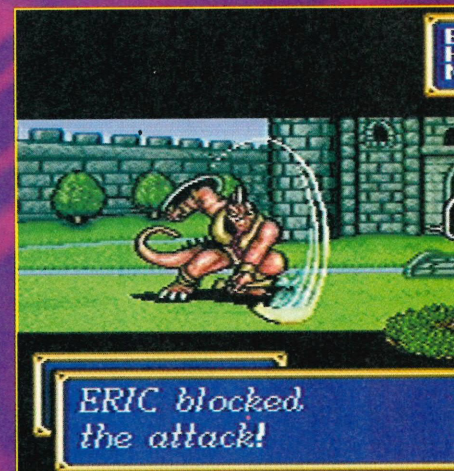
### PROTIP

WHENEVER YOU WANDER INTO A NEW TOWN, GO SHOPPING FOR BETTER WEAPONS AND ARMOUR. IT'S IMPORTANT TO HAVE A HEALTHY SUPPLY OF HEALING POTIONS AND HERBS TOO.

MARK...cool name!



The overhead viewpoint is mainly used for moving around and planning your battle moves.



## A TALE OF DRAGONS, GOBLINS AND LITTLE CHAPS WITH BIG EARS...

The intro sequence updates you on what happened to the original characters after the first two games...







**SEGA**  
£49.99  
OUT: APR



**CD ACCESS:** .....fast  
**PLAYERS:** .....1  
**STAGES:** .....n/a  
**SKILL LEVELS:** .....4  
**FEATURES:** .....save game  
**CONTACT:** .....Sega  
(0171) 373 3000

## PROVIEW

**PHIL** ■■■■

At last, Shining Force comes to the Mega-CD... and in great style.

**RYAN** ■■■■

If your RPGs are your thing, you won't be disappointed.

**CHRIS** ■■■■

With two games in one, it offers a massive challenge to adventurers.

## PROSCORE

**GRAPHICS** 77%

▲ Similar to the MD games. Everything's depicted clearly enough.

▼ Doesn't really use the Mega-CD's capabilities - not even any FMV.

**SOUND** 91%

▲ Brilliant operatic music builds up the atmosphere no end.

▼ The running commentary in the intro is spectacular stuff.

**GAMEPLAY** 84%

▲ You shouldn't have any problems getting into this game.

▼ A well-designed RPG, especially if you're a fan of tactical battles.

**CHALLENGE** 95%

▲ The two separate games will take months to complete.

▼ The more you play this, the less likely you are to put it down.

# 90%

With two epic RPGs in one, Shining Force CD is a right tasty challenge. Strategy fans will particularly enjoy the long tactical battles.



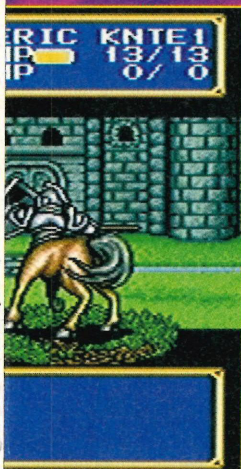
Arrrrgh! For a moment then, I thought that was a former girlfriend - thankfully, it's only one of the game's baddies.



Close to the start of the first game, your characters will have to search around on the beach for some weapons to use.



Hurrah, hurrah, hurrah! ... the lyrics to a new techno song, perhaps?

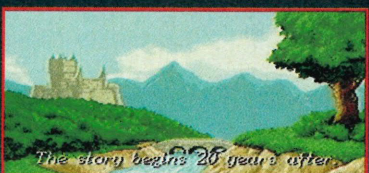
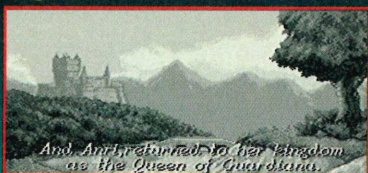


Eric's blocking a vicious attack by the enemy - what a clever chap.

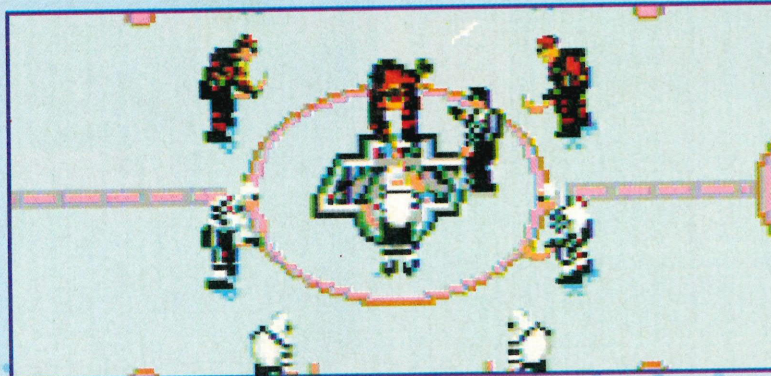
NOOOOO!! Poor old Jaha's dead! Oh well, that's one less that I have to buy a pint for, I suppose.



Whenever your main character becomes exhausted, you'll end up in this camp screen where you can buy back your health.







The face-off is the part of the game when the hardest members of each team make faces at each other.

# NHL HOCKEY

Poor old Colin. This game brought tears to the eyes of our long-haired designer when he saw the players skating around the rink like maniacs – the memory of his own ice-skating accident which led to a broken arm came rushing back to the chap faster than an avalanche! Car games have a similar effect on me, so I could sympathise with him on this one...



The options screen is crammed to the brim with, erm... options!



The player-matchup screen shows each team's strengths and weaknesses.

Based on the popular MD series of games, *NHL Hockey* gives GG owners the chance to see what they've been missing. All the real-life teams from the NHL are here, including famous names such as the LA Kings, Pittsburgh Penguins and those 'mighty' Anaheim Ducks.

As with its older brothers, *NHL* has options galore coming out of its ears. From the Game-Setup screen, you can choose from a regular season, playoffs or a shoot-out, change the game length, switch penalties on/off and much more. Two players can join in using a Gear-to-Gear link-up. But the options don't end there! During play you can change your goalie, edit your lines, take a time-out and see lots of stats (all based on the 1993/94 NHL season).

Beginning with one of many stick-swishing face-offs, the match is viewed from overhead. It looks just like a miniature version of the MD games with some nicely detailed sprites skating around the scrolling rink. It plays very similarly too, as you flick between defenders, charge

opponents into the barrier, steal the puck and pass it around before shooting. Unlike EA's first couple of MD hockey games, though, it's pretty difficult to score.

The controls are easy to get to grips with and work fine with just the two buttons – come on, did anyone really use button A on the MD? The only problem is just how hard it is to score and the fact that your payer skids around the rink with hardly any grip to his name. This lack of traction may be realistic, but I found it darn annoying at times.

Nevertheless, this is an excellent conversion of the MD games, and hockey nutters should be skating into their local games shop to buy it.

Mark "Ice-P" Pilkington

## PROtip

THE BEST TACTIC TO WIN GAMES IS TO SCORE EARLY AND THEN CONTROL THE MATCH BY WASTING AS MUCH TIME AS POSSIBLE. JUST KEEP PASSING THE PUCK AROUND YOUR TEAM-MATES TO RETAIN POSSESSION.



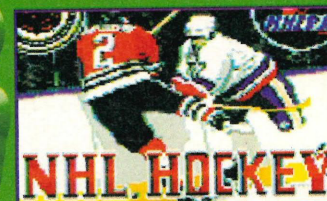
When you score a goal, your team-mates will congratulate you. Friendly bunch.



Here's the Playoff tree for you to have a look at. I can't see any leaves, though...



EA  
£29.99  
OUT: NOW



CART SIZE: .....4Mbit  
PLAYERS: .....1-2  
STAGES: .....n/a  
SKILL LEVELS: .....1  
FEATURES:...battery backup  
CONTACT: ..Electronic Arts  
(01753) 549442

## PROview

PHIL ■■■■

EA have done a fine conversion job. The graphics are top-notch.

RYAN ■■■■

Just as many options as on the MD, and just as playable.

CHRIS ■■■■

I was surprised at how accurate this conversion is. Great stuff.

## PROscore

GRAPHICS 91%

▲ Almost as good as its Mega Drive counterpart. Surprisingly detailed.

▲ Excellent digitised pictures of actual NHL players.

SOUND 87%

▲ The intermittent organ music is foot-tapping stuff.

▼ ...it can get repetitive after a while, though.

GAMEPLAY 88%

▲ The speed really gets the adrenaline pumping!

▼ Player control can be annoying at times – very slippery!

CHALLENGE 85%

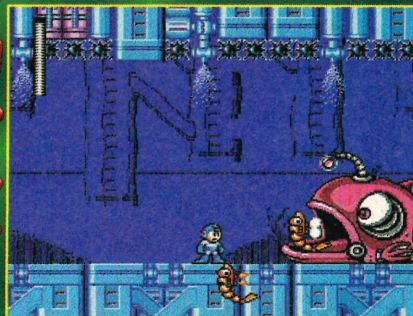
▲ The two-player mode will keep you playing this one for ages.

▼ With only the playoffs, the solo game could lack long-term challenge.

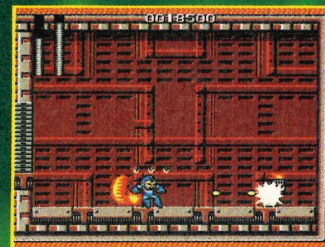
# 85%

A great little game that compares very well with its MD big brothers. Graphically superb, it's fast, furious and fun to play.





Be quick or you'll suffer the same fate as that poor robo-guppy.



**CAPCOM**  
**£49.99**  
**OUT: NOW**



CART SIZE:.....16Mbit  
PLAYERS: .....1  
STAGES: .....22  
SKILL LEVELS: .....1  
FEATURES: battery backup  
CONTACT:.....Video Game  
Centre  
(01202) 527314

## PROVIEW

**PHIL** ■■■■

A compilation's a nice idea, but the games should be more varied.

**MARK** ■■■■

Quite playable for a while, although it does get repetitive.

**CHRIS** ■■■■

Looks old-hat and doesn't play all that well – a bit of a cash-in.

## PROSCORE

**GRAPHICS** 57%

▲ Unchanged since the NES days, for better or worse.

▼ Unexciting, simple, repetitive drive. The levels all look alike.

**SOUND** 55%

▼ The old 8-bit tunes are utterly devoid of life...

▼ ...and the spot effects hardly convey what they're supposed to.

**GAMEPLAY** 70%

▲ Quite fun to start with, and easy to get into and grasp.

▼ All three games on offer are too similar to warrant prolonged play.

**CHALLENGE** 76%

▲ Some of the levels and bosses are a real bummer to complete.

▼ Once you've grasped it, though, you should be able to dash through this.

**67%**

A good idea to do a compilation, but the ancient subject matter is hardly going to set those tills alight with sales.

# ROCKMAN MEGA WORLD

The Capcom stable has been a bit devoid of A-class titles recently, which makes it all the more unusual that their latest MD venture is an almighty step back through time to an era when the NES reigned supreme. Yep, Megaman, or rather Rockman as he is known here, makes the biggest comeback since Peter Shilton signed to Wimbledon. So will we be rocked to the foundations or just mega-peevd?

**C**rammed into this 16 Meg cart is not one, but three complete Rockman adventures chronicling his success through the NES heyday.

In each game Rockman runs, jumps, and shoots his way through an assortment of levels which change in style and theme depending on the villain lurking at the end. The aim is to vanquish all the baddies before tackling some larger-than-life supervillain.

On defeating a villain, Rockman can take on their weapons and equip himself with them in subsequent levels – essen-



## PROTIP

ONCE YOU'VE KILLED THE ENEMIES ON-SCREEN, TRY TO AVOID GOING BACK ON YOURSELF, OTHERWISE THEY'LL ALL BE BACK AGAIN IN FULL FORCE. SO YOU DON'T WANT TO DO THAT!

I've heard of Snakes and Ladders, but this is ridiculous!

tial for tackling the later and considerably harder bad guys. Perhaps the best thing about these games is that you can tackle the levels in any order. There are three battery save points available so you can save your progress.

The idea behind this compilation is a good one, in the same vein as *Mario All-Stars*. However, this particular reviewer could never grasp the attraction with this series of platformers.

The graphics are average at best. All the levels in the three games are very similar – boring to look at, predictable in layout, and offering some of the most frustrating obstacles ever devised in this kind of game. Rockman himself is a sorry-looking sprite, jerky to control and 'hitting' enemy sprites via some of the worst collision detection since the Spectrum's heyday. The sound isn't much better with feeble tunes only marginally improved from the NES.

This game isn't terrible by any means. It offers reasonable value for money and plenty of hours' worth of entertainment if you like this sort of thing. It does make you wonder what the way forward for console technology is, though... a *Sonic* compilation perhaps? Oh God please spare us that one!

Ryan "Rocked-off" Butt **SP**



Sparks look set to fly as Rockman battles with... er, Sparkman.

Bugs! What have the tyrants done to you?



## SPOT THE DIFFERENCE

This cart compilation contains no less than three Rockman adventures...

### ROCKMAN

This is the one that sparked it all off. A rather plain and... well, frankly dull superhero bounds onto the scene to rid the world of such devilish threats as Fireman, Iceman, and Gutsman.

### ROCKMAN 2

He's back again in a carbon-copy replica of the first game, albeit with

the exception of a few more levels and ultra-villains including Heatman, Bubbleman, and... oo-er, Quickman!

### ROCKMAN 3

Yawwwn... er, I mean Hooray! Rockman makes a triumphant return in exactly the same game as before, except this time he has the pleasure of grappling with Snakeman, Sparkman, and Topman (have ya got these 501's in a size 15, luv?).





MEGA-CD



Ecco's been left holding the baby whilst his mate takes the missus to watch Free Willy or something!



Believe it or not, but you have to guide Ecco around this monstrous jellyfish to clear the level.



SEGA  
£44.99  
OUT: NOW



CD ACCESS: .....medium  
PLAYERS:.....1  
STAGES: .....27  
SKILL LEVELS: .....1  
FEATURES: password system  
CONTACT:.....Sega  
(0171) 3733000

# ECCO

## THE TIDES OF TIME

The world's most environmentally sound console character returns to kick the dorsal-finned ass of any ill-suspecting muthas that threaten to harm our green and peaceful planet. Yep, Ecco is here to stay as he dives into his second Sega adventure in a bid to rid the world of a new, and even greater evil... the Vortex Queen!

**W**hen Ecco ventured far into the outer realms of the galaxy to do battle with the Vortex in the final showdown of his debut adventure, he didn't bank on being followed back to Earth by a far deadlier alien being. While he frolicked with his kin, the Vortex had embedded itself under the ocean and was already preparing to breed a new generation of evils.

The *Tides Of Time* is probably Ecco's most important outing, to prove the first wasn't just a fluke and hopefully establish whether or not there is a demand for this gifted dolphin as a viable console hero. Needless to say though, if you've played *Ecco The Dolphin*, you should have a pretty good idea what to expect from this sequel – an extra big dollop of the same thing!

The mean feat of vanquishing the Vortex from existence once and for all takes Ecco backwards and forwards in time like a decade-hopping DeLorean tied to a bungee! On his travels he encounters dazzling images from the future, involving suspended oceans in the sky that are accessed via vertical water tunnels, and bizarre ancestors that look like they've been breeding with seagulls – no kidding!

Being the Mega-CD version, this game is packed with all the little traits such as endless Full Motion Video footage, plus a couple of

extra levels thrown in for good measure. Once the glitz has been taken away though, it is identical to the Mega Drive version in every respect. The action is cloned straight out of *Ecco 1* and consists mainly of puzzle solving. Armed with his devilish speed, immense sound blasts, and capacity to breathe underwater, Ecco must trigger switches and seek out hidden passages and portals whilst fending off hungry sharks, poisonous jellyfish and other hideously mutated aqua-life. There are some nice 3-D sections bunged in to spice things up, plus huge creatures to confront and schools of friendly marine life to chin-wag with when stuck in a rut.

Having never experienced Ecco before, I was quite taken back by the highly polished graphics, soothing ambient soundtrack and compelling gameplay which made for a very intriguing experience at first, but after a while it became apparent that we were in for a very repetitive jaunt with very little in the way of surprises.

It's a very fine game, but as a sequel it's just too similar to the first Ecco adventure to be deemed a classic.

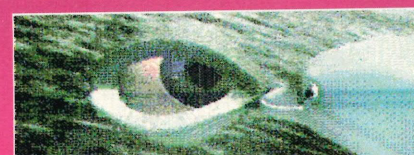
Ryan "Marino" Butt **SP**



Ecco does a spot of loop diving between levels.

## SPLASH ANTICS

**A**t certain points in the game, Ecco will stumble across History Asterites. If you sing to them, you'll be rewarded by a huge slice of FMV footage chronicling your present predicament.



## PROtip

TO CLEAR THE ROCKS BLOCKING THE EXIT ON LEVEL 1, USE YOUR SONAR BLASTS TO MOVE THE THREE FLOATING ASTERITES DOWN TO THE BOTTOM LEFT-HAND CORNER OF THE SUNKEN SHIP.

## PROview

**PHIL** **■■■■■**  
A very polished game that offers an epic underwater challenge.

**MARK** **■■■■■**  
The superb ambient soundtrack is the best feature of this CD version.

**CHRIS** **■■■■■**  
Not that different to the MD version – or the first Ecco game.

## PROscore

**GRAPHICS 88%**

- ▲ Quality marine visuals, loads of water, and a lot of nicely-drawn fish.
- ▲ Undoubtedly the Cindy Crawford of puzzle games.

**SOUND 85%**

- ▲ The soundtrack is far superior to the MD version with reworked music.
- ▲ Those ambient sound effects are excellent and quite relaxing!

**GAMEPLAY 75%**

- ▲ Pretty easy to get into, and very satisfactory solving the puzzles.
- ▼ It plays just the same as before, and there's very little variety.

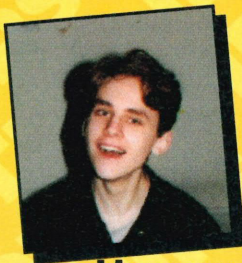
**CHALLENGE 79%**

- ▲ 27 progressively harder levels should keep you busy for quite a while.
- ▼ The first few levels are extremely simple and dull to play.

# 81%

A good game, but unless Sega change the record pretty soon, Ecco is in serious danger of being grounded on the beach when the tide goes out.





So what's life like in the office today? Well, Chris is wandering all over the place ordering people around and looking generally organised. Phil is staring at his computer with a look of complete horror in his eyes (he's probably reading my latest review!). Colin is slouched on his chair like some great, big, hairy Labrador - a look of strange content in his eyes (I wonder what he's been up to?). And Ryan's stuffing his face with a packet of crisps, occasionally typing something onto

his computer. I'll bet he'll try to throw the empty packet at me when he's finished. Me? I'm writing the ProTips section, mate...

**TIPS**



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# PROTIPS

## WE DON'T NEED A KEY - WE'LL BREAK IN!

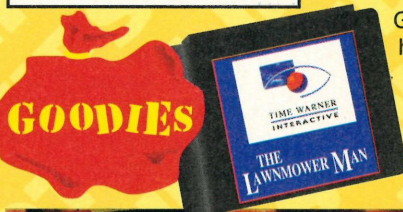
Alrighty aliens, send all the tips you have to this address: WIBBLE-WIBBLE-WIBBLE, PRO TIPS, SEGAPRO, Paragon Publishing, Durham House, 124 Old Christchurch Rd, Bournemouth BH1 1NF.

## WE GOT THE TIMBLES ON OUR TOES, AND THIS IS HOW IT GOES!

So, you want to know what tips you can send in? Well, it's up to you really, but seeing as there's a prize on offer every month, it's best to make them a bit special. Passwords, tips, cheats and solutions are all prize-worthy. Solutions are where you're most likely to stand a chance of winning something, so get on the case!

**TIME WARNER  
INTERACTIVE**

## TIME WARNER GOODIES, AHoy!



Good old Time Warner Interactive have come up with the goods once again by giving away some brilliant Lawnmower Man games, Sylvester & Tweety T-shirts and Red Zone Posters. Blimey, it's like Christmas all over again, isn't it?!

**The Story of Thor™**  
A Successor of The Light

The first half of our mapped solution to Sega's huge RPG. Don't miss part two next month!...65

**Asterix**

You'll soon be running rings round those Romans with our complete solution .....73

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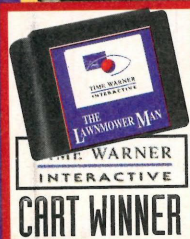
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MEGA DRIVE



## SYNDICATE

### LEVEL CODES

Colin Smy from Lancs has come up with the goods on *Syndicate* – so the next time one of you lot gets stuck on this tough strategy game, you'll know where to look!

NAME OF STATE	MONEY	EXTRA WEAPONS DESIGNED	CODE
WESTERN EUROPE	30,000	–	7RRKEY2GE
SCANDINAVIA	42,000	FLAMER	PK3G4PQ6DL
CENTRAL EUROPE	75,000	LONG RANGE	WY49XJZOVJN4
EASTERN EUROPE	78,000	UZI	7QQL1GD5P2D
URALS	141,000	MINI-GUN	PQR2COMV8839OK
SIBERIA	150,000	–	Z5C196MV883G3
KAZAKHSTAN	138,000	–	V1C21DHP083QB
MONGOLIA	168,000	LASER	B6V1A5HPO83Q3
KANCHATKA	300,000	–	39W1A5HPOC7Q7
IRAN	297,000	–	FRO1WKHP0D6Q7
CHINA	345,000	–	F622ZFGPOD6Q7W2
INDIA	609,000	TIMEBOMB LEGS V2	83X3COGPOD6Q5Y2
FAR EAST	711,000	ARMS V2	LNL249GP496Q5Y228
PACIFIC RIM	747,000	–	MYX3HXGN596Q5Y22Q
ARABIA	849,000	CHEST V2	K632F2G6M96Q5EJ2Q
IRAQ	890,000	–	KO5359G6PB6Q5EK3Q
ALASKA	1,092,000	HEART V2	JXR2TPG6PB6Q56V3Q
LIBYA	1,239,000	EYES V2	EY6CH75AZVJQ5YYZR
SUDAN	1,290,000	–	FH8D3L5AZVJQ5YYXV
NIGERIA	1,344,000	BRAIN V2	T2EEET5AZZNQ5YYXT
MAURITANIA	1,299,000	–	7YFDWB5AZZNQ5YYRY
CALIFORNIA	1,275,000	–	7EZD4K5AZZNQ5EERY
YUKAN	1,293,000	–	2ZBD2M5AZZNW1EERY
ROCKIES	1,242,000	–	5ARCJ45AZZNW166RY
MID-WEST	1,251,000	–	2L0DCV5AZZNW122RY
COLORADO	1,347,000	ENERGY SHIELD	25HEFV52PZNNW123QY
SOUTHERN STATES	1,140,000	–	KKNBP472PZNNW1238E
NORTH-WEST TERRITORIES	1,158,000	–	G53CET72PZ6C1238A
MEXICO	1,284,000	–	GXVD1L72PZ6C12388
COLUMBIA	1,152,000	GAUSS GUN	95TCCP82PZ6C12388V
VENEZUALA	1,242,000	–	91YCJBA2PZ6C12388R
BRAZIL	1,248,000	LEGS V3	N99DDMAOMZ6C12388Q
URUGUAY	1,935,000	CHEST V3,	
		HEART V3, BRAIN V3	D6XLHW60GQ4C12388Q74
ARGENTINA	1,962,000	–	AFKLT60GQ4C12388Q7C
INDONESIA	2,157,000	–	ABPNRN60GQ4C12388Q7E
WESTERN AUSTRALIA	2,229,000	–	8R7PGY60GQ4C12388Q3A
NORTHERN TERRITORIES	3,273,000	EYES V3	9R731T60GGCC12388Q18
NEW SOUTH WALES	2,634,000	–	RPQVMR80GGCC12388Q09
ZAIRE	2,538,000	ARMS V3	PQRTL8000CC123888G9
KENYA	2,280,000	–	LRVPFDA000CC123880Q9
MOZAMBIQUE	2,247,000	–	1J5PTL6000CC123880G1
NEW ENGLAND	2,919,000	–	1TDYKL6000CC123880G1
NORTH-EAST TERRITORIES	2,418,000	–	GVXRZZ600044101880G1
NEWFOUNDLAND	2,682,000	–	YEEV57600044011880G1
GREENLAND	2,727,000	–	E6YWHT800000011880G1
PARAGUAY	2,793,000	–	EAJXYL800000011880GH
SOUTH AFRICA	2,934,000	–	FAKYC580000001188001
ALGERIA	2,935,000	–	NAAV5980000000088001



### ROOKIE

6150 QTCV VG8M  
WBVO QZF3 VGYZ  
PCDO STC3 RJ6N  
VTNO MMFB QG6N  
QYLH KLCB QDPN

## ROCK 'N' ROLL RACING

### PASSWORDS

The entire set of passwords for *Rock 'N' Roll Racing*, sir? Your wish is my command! (Oh, and you can thank David Willis from Skegness for that!)

### VETERAN

XLQW MSCV WGGM  
6N5W T8F5 QG6M  
KS4C R6C5 T5PM  
B!2C HQFD T66M  
GB9W T!C8 7JPM  
RO!W HFL 19PM  
MC5W TLCL 926M  
DF3W SMDV 92PM  
N25W JLBV 92PA

### WARRIOR

NJG8 QLCV WG6M  
FKI8 RPF3 QG6M  
TF58 TRC3 QGPM  
GZL8 GZFB QGPM  
7F28 SNC8 7JPM  
4KH8 QHFL !!6M  
WJZ8 QICL 926M  
SBX8 T7DV 92PM  
XXX8 J7BV 92PM  
5QB8 40D3 92PM  
WCZ7 TTB3 92PM



### LEVEL SELECT/ENERGY REFILL

Marvin Gaye fan (an in-joke that no-one else will understand!) and brilliant letter writer, Joseph Dunn from bonny old Scotland has sent me a groovy daddy-o cheat for *Taz 2*. Read on for the facts, mate!

As soon as the Sega logo appears, press A and B on pad 1 and B and C on pad 2. Release all buttons and you should hear a barking sound. Now pause the game at any time and then press A. A menu with the cheats on it will appear in the top-right corner.



## RISE OF THE ROBOTS

### LEVEL GUIDE

From the country that brought us Carlsberg lager, sizzling bacon, and Hans Christian Anderson... we have a level guide for *Rise Of The Robots*! Shouts go out to Anders Christensen from Denmark for this brilliant guide!

### LOADER

This opponent isn't very hard, so just use your own technique or kill it with some jump-kicks.

instead (still crouching), then quickly block again. After it's attacked you, it's open to another blow. Just keep repeating this procedure.

### BUILDER

Just move in on it with a jump-kick (it doesn't matter if you hit), then crouch and deliver a series of strong punches. You probably won't hit on the first blow, but just keep tapping the button until you do, then jump back and repeat the procedure.

### SENTRY

Use the same procedure as with the Military cyborg. It'll probably jump over you a couple of times so you'll switch places – but don't worry, just move back in the other corner of the screen and repeat the procedure.

### SUPERVISOR

When you start off, jump towards the Supervisor and crouch. If you're lucky, it will make a flying kick from the start. If it does so, just keep crouching and when it lands deliver a hard punch between its eyes. This will probably make it mad and it'll do another flying kick. Just keep crouching and it should land on the other side of you. Then turn quickly around and punch it again. If it doesn't start off with a flying kick, you just gotta hang out until it decides to make one. Then follow the procedure above, and you too can watch the end-sequence.

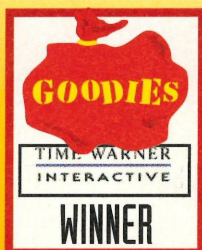
### CRUSHER

First, move in on your opponent with a jump-kick. If you hit, it'll probably jump right into your face – just move away with another flying kick (make sure you connect), then quickly jump back and do another jump-kick. Then it will jump towards you and you can just use the same tactics.

### MILITARY

Move away from your opponent so you end up in the left corner. Then crouch and block. When the robot moves up on you, do a hard punch. If it's out of reach simply kick it





## PSYCHO PINBALL

### CHEAT

When I was a young boy, I played the silver ball from Soho down to Brighton - I must have played them all! Steven Douglas from Portadown is a Pinball Wizard with a subtle wrist, so who better than him to tell us all about this fabby cheat?

While playing the game, press START to pause it and press B, A, B, B, A, C, A, C. This will take you to the Arcade section. For an extra ball, press DOWN, B, C, B, RIGHT and RIGHT.

## PROBOTECTOR

### ROTATE GRAPHICS

Cornwall - home to pasties, tin mines and SEGAPRO reader Graham Williams! Old Graham knows a thing or two about *Probotector*, I can tell ya!

After you die in the game and have to continue, you will see some rotating star graphics in the background. To mess about with them, plug your controller into port 2 (player 2) and do the following:

UP = Flips Stars. DOWN = Stops Stars. LEFT = Circular Rotation. RIGHT = Rotates Right. A = Scales Away. B = Scales Towards. C = Resumes to Normal.

## EARTHWORM JIM

### CHEATS

The worm has turned! Here are some brilliant cheats for Dave Perry's polished platformer...

#### EXTRA LIFE

Pause the game and then enter: UP + B, B, A, C, A, A, A and A.

#### RESTORE AMMO TO 1000

Pause the game and then enter the following: A, B, B, B, C, A, C and C.

#### 9 PLASMA SHOTS

Pause the game and press: Down + C, A, B, C, A, B, A, C.

#### UNLIMITED LIFE

Pause when Jim is performing a roundhouse kick. Now enter UP, X, RIGHT, A, DOWN, B, LEFT and Y.



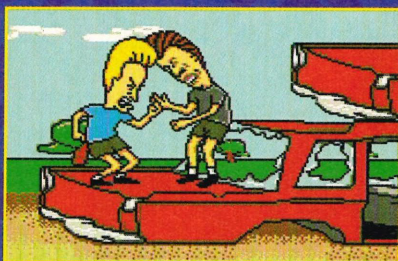
#### CRYSTAL-UP

Pause when you aren't performing a roundhouse and then enter the code above.

#### SUPER ATTACK

Face right and then enter Y, Y, DOWN, RIGHT and Y for a Holy Touch attack. If facing left, press RIGHT instead of LEFT.

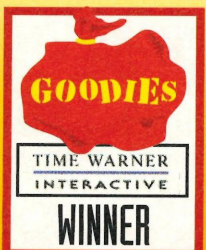
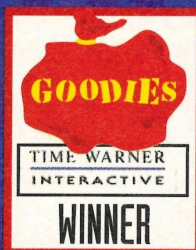
## BEAVIS AND BUTT-HEAD



### LEVEL CODE

Cool! Here's the last area code so you can go to the GVAR concert...

+Pkhw bFit1 fu-KA



## BATTLETECH

### LEVEL CODES

Dave Hicks from Cornwall is a Mech-Master, as his level select codes prove!

Infinite Ammo: BRN521

THE SWAMPS: BMBRMN

PLANET AVON: BBYLND

PLANET RIDDERKERK: GRBCHV

PLANET RASALHAGUE: STJNNN

## DIAL-A-TIP

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ALL FORMATS CHEATLINES JUST SAY "YES" FOR YOUR SYSTEM

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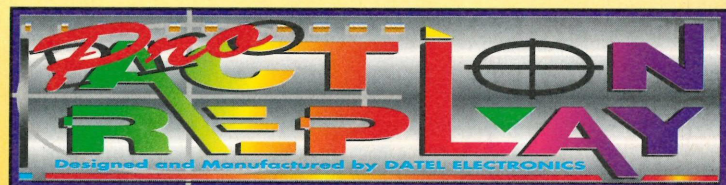
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**NEW!** Gamegear/Gameboy Portable Cheat Line.. 01891 445 771  
**NEW!** The Sega Spot - Cheats, News, Hot Tips .... 01891 445 933  
**NEW!** The Console Cheatline (If it eats Carts it lives here!).. 01891 445 991  
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 Who ya gonna call? **BUSTERS** 01891 445 977

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**EARTHWORM JIM** ..... 01891 445 985  
**LION KING** ..... 01891 445 951  
**SONIC 1, 2 & 3** ..... 01891 445 941  
**MORTAL KOMBAT 1 & 2** ..... 01891 445 987  
**STREETFIGHTER 2: (World Warrior, Turbo, SCE)**.. 01891 445 940  
**DOOM** ..... 01891 445 926  
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 If you are under 18 please ask permission to call. Maximum call charge at peak rate £3.68. Calls cost 39p per min cheap rate, 49p per min at all other times.



## ACTION REPLAYS, AHoy!

Hurrah for Edward from Cleveland for sending in these brilliant codes. For some strange reason, Edward didn't include his surname. Why was this? Did you forget?

#### MR NUTZ

FFE114007A  
 FFF54500B2

Infinite Energy  
 Infinite Lives

#### RED ZONE

FF031F0044

Unlimited

#### RADICAL REX

FFFAFD0005

Infinite Lives

FF03210044

Unlimited

#### PITFALL

FF3EC50004

Infinite Lives

FF031B0044

Unlimited

FF031D0044

Unlimited

...and here's a few from Scott Free (is that REALLY your name?) from Leeds!

FF037B0020

Unlimited Time

FF4E9B0027

Unlimited

Ground

Forces

Shots

Unlimited

Grenades

#### CANNON FODDER

FF39110005

Infinite

Grenades

FF4E9F0027

Unlimited

FF39170003

Infinite

Bazookas

FF1D790029

Always have 41

recruits

#### SONIC & KNUCKLES

FFFFE20001

Debug Mode

(press A and

you

can go

upside-

down)

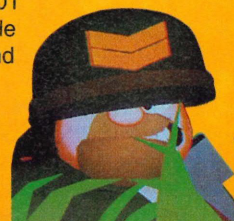
#### MAXIMUM CARNAGE

FF09670030

Infinite Energy

FF077F0003

Infinite Lives



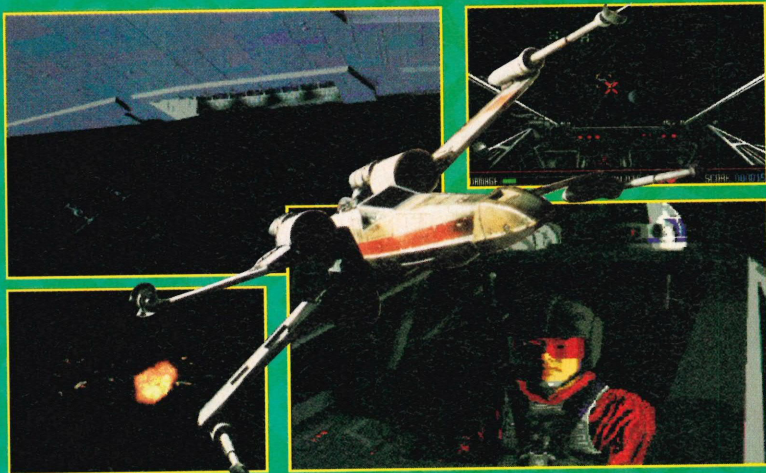


## REBEL ASSAULT

### CHEAT MODE

That sly old tipster, Graham Williams from Cornwall has a bit of a cheat for *Rebel Assault*. When the LucasArts logo appears, do the following...

UP+A, DOWN+A, UP+A, UP+A, LEFT+A, RIGHT+A. You should hear a ringing sound and a voice will say "LucasArts". Now start the game and when you press START, two new options appear, namely Restore Health and Remove Health. To activate the level skip, simply press C when playing the game!



## HEART OF THE ALIEN

### PASSWORDS

Terry McDaniel from Gwent may have the heart of an alien, but he sure knows how to play games...

1:	XRCL	4:	KTLB	8:	HJJG
2:	KGDD	5:	RLRB	9:	HJJG
3:	DGBJ	6:	RJLG	10:	CXLD
		7:	LKHC	11:	TBBL

## BART VS THE SPACE MUTANTS

Christopher McCourt from Tamworth knows his stuff. He does, you know – look at this little lot!

### LEVEL ONE:

Stand under the last retirement home window and blow your whistle to make Grandpa give you coins.

By firing a firework (rocket) at the Kwik-E-Mart sign it will give you eight extra lives.

### LEVEL TWO:

Once you have gone up the lift (moving stairs) there will be a litter bin. Stand on it and push Down + B to warp to a bonus screen.

On the first cement-filled pit, jump

onto the first sweet, then jump up and down three times. The sweet will get you across the cement.

### LEVEL THREE:

On the wheel of fortune, use your magnet to win before trying.

### LEVEL FOUR:

On the very last tent, stand on the left window and by pushing down and button B, you can teleport to other tents so you can get extra coins, or play more games.

## CHEATS \* TIPS \* CHEATS \* TIPS \* CHEATS \* TIPS

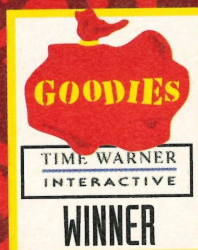
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01891 318 402	GAME GEAR CHEAT LINE
01891 318 403	DESERT STRIKE & TERMINATOR 1 & 2
01891 318 404	GOLDEN OLDIES, CHEATS, TIPS ETC (MEGA DRIVE)
01891 318 405	SONIC II & I CHEATS, TIPS ETC
01891 318 407	NEW RELEASE LINE, CHEATS, TIPS & HELP
01891 318 408	MEGA DRIVE CHEATLINE (LOADS OF GAMES)
01891 318 409	MASTER SYSTEM CHEATLINE (LOADS OF GAMES)
01891 318 410	CHAOS ENGINE (CODES TIPS & HELP)
01891 318 411	SONIC & KNUCKLES
01891 318 413	JUNGLE STRIKE, FULL SOLUTION* CHEATS & TIPS
01891 318 415	MORTAL KOMBAT II, CHEATS, GORE CODES, TIPS & MOVES
01891 318 416	URBAN STRIKE (CODES HELP & TIPS)

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## COSMIC CARNAGE

The best special moves for all of the characters in this groovy game? You can thank reader Mark Johnson from Basingstoke for that!



### CYCLIC

**GRENADE ATTACK:**  
Heavy Armour. Away for 2 secs, then TOWARDS & C or Z.

### ZENA-LAN

**FLYING LARIAT:**  
Any Armour. Away, Down-Away, Down, Down-TOWARDS then PUNCH.

### NARUTO

**NARUTO SLICE:**  
Light Armour. TOWARDS, Down-TOWARDS, Down, TOWARDS & PUNCH.

### TYR

**ATOMIC HAMMER:**  
Light Armour. TOWARDS, Down-TOWARDS, Down & PUNCH (for a frontal

attack) or Kick (for a rear attack).

### TALMAC

**GALE ARROW:** Away for 2 secs, then TOWARDS & PUNCH.

### NAJA

**WINDER RUSH:** Down, Down-TOWARDS, TOWARDS & PUNCH.

### DEAMON

**WHIRLING THRASHER:**  
TOWARDS, TOWARDS then PUNCH & Kick.

### YUG

**SPINNING DOUBLE STRIKER:**  
TOWARDS, Down-TOWARDS, Down, Down-Away, Away & Kick.

## MORTAL KOMBAT II COMBINATIONS

David Warwick from Gloucester has spent "all day and night" playing *MKII* on the Game Gear in order to bring us these two brilliant combos... What a lad!

**Liu Kang:** Bicycle kick, uppercut, flying kick, then repeatedly sweep them for a flawless victory.

**Reptile:** Forceball, uppercut, acid spit, slide, flying kick and then perform a sweep.



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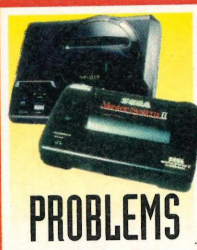
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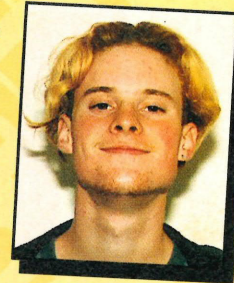


HELP!



PROBLEMS

Thank you for joining me in my very own therapeutic tips emporium for the second time during my stint on SEGA PRO. Some people may romanticise about my little cove of gaming secrets as being some Aladdin-esque type of cave situated at a mystery location in some desert, but let me set the record straight right now. I'm afraid to say that the ProHelp section consists entirely of me, slouched over my



desk, surrounded by mountains of unintelligible letters questioning my unworldly knowledge of top-secret tactics - for which I have to hastily plough through the archives and back-catalogues of Sega tips dating back to the dawn of time...

# ProHelp!

## SONIC SELECTOR?

**Q** Dear ProHelp  
Have you got a level select for *Sonic 1* on the Master System because I keep getting stuck on Labyrinth Zone 1. Also, could you please send me *Altered Beast* because I would have to save up for about three months as I only get 50p a week.

Nicholas Barker, Wakefield

**A** I regret to inform you Nick, but to mine and Sega's knowledge, no such level select for *Sonic 1* on the MS exists, hence I cannot supply you with one... erm, sorry! As for sending you *Altered Beast* - no chance, but surely you could pick up a copy for about 50p these days!

## MASTER SYSTEM

## I'D BE LION... MASTER SYSTEM

**Q** Dear ProHelp  
I have been having some trouble on my Master System. Could you please answer these questions:

1. Is there a cheat for *The Lion King*. If so, what?
2. What happened to the Master System cheat line?
3. Is there going to be *Sonic & Knuckles* for the MS?
4. Is there a cheat for *Sonic 1* on the MS?
5. Is there going to be a sequel to *The Lion King*?

Thank you.

Steven Hinder, Hemel Hempstead

**A** Ahh, a young disciple from the dying race of Master System owners, how goeth in the land of primitive technology, is that a dinosaur behind you etc. Regarding your questions Steve, here are the answers to the best of my knowledge:

1. No.
2. The same thing that happened to the Master System.
3. Doubtful.
4. Sorry, nothing doing.
5. Probably not.



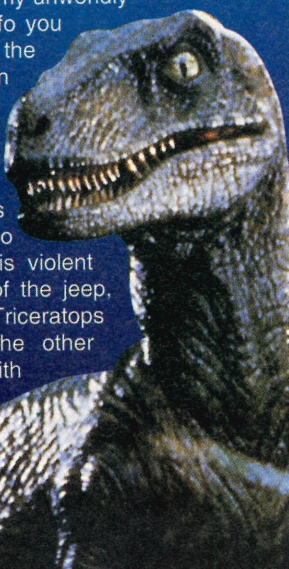
## LOST IN THE PARK

## MEGA-CD

**Q** Dear ProHelp  
Seeing as you probably know everything about life in general, perhaps you can answer one question. Where oh where in *Jurassic Park CD* are the night-time goggles, crowbar, and red card key? I've searched everywhere but still can't find them. Cheers ever so much.

Chris "Flazz" Flowers, Gillingham

**A** Seeing as you appreciate and recognise my unworldly knowledge, Flazz, here's the relevant info you need to find the missing objects. Go to the Triceratops enclosure and you'll notice an overturned jeep (with an angry-looking Triceratops nearby). Face the jeep and position your cursor over the windscreen until the hand icon appears. Now press the activate button which will sound the jeep's horn, thus causing the mean-looking Triceratops to go into a frenzied rage and ram the jeep. This violent shudder will cause the crowbar to fall out of the jeep, repeat the process again twice to reveal the Triceratops CD and the injector. Now go over to the other Triceratops blocking the hut and inject it with the syringe. It will now be miraculously cured, leaving you free access to enter the hut... and guess what is in there!



## YOU WHAT?

## MEGA DRIVE

**Q** Dear ProHelp  
Please can you send me a list of new Mega Drive cheats and a price list of new Sega games? Also, a price list of new Sega cheat books and magazines, plus some leaflets about Sega.

William Thomson, Perth

I don't know how this abysmal letter ended up in my tray, but seeing as it did I may as well offer some kind of reply. Just read our magazine, you dunder-head! It contains all of the above plus mucho more besides. Now sod off!





# THE PITFALLS OF GAMING

MEGA DRIVE

**Q** Dear ProHelp  
Hello and all the best for business etc in 1995! Thank you for last year's exciting reading, and thanks for printing "Christmas '94" on the cover of issue #40 (instead of Xmas).

A favour to ask please. In *Pitfall: The Mayan Adventure*, I need help on the stage where Junior rides the underground mine cars and must look out for the red lights. My Pitfall Junior runs on-screen up to the mine cart and then nothing else happens. He doesn't jump, move, or crack the whip from then on. Is my game broken, or have I forgotten to pick a certain icon up?

Also, I've tried to use the level skip in issue #40 for *The Lion King* – but nothing happens. Finally, I need a level skip for *Earthworm Jim*, please oblige.

Your #1 committed SEGAPro reader.  
**Mathew Engelbrecht, Natal**



**A** Dooh! It would seem that the problem that you, and no doubt hundreds of other readers, have encountered stems from the joypad settings. If you select settings two or three, the game will unfortunately crash at the exact point you mentioned.



Activision apologise for any inconvenience caused and assure us that the game works fine on settings one or four. According to the Sega XS posse, *The Lion King* level select definitely works, and look out for the *Earthworm Jim* cheat elsewhere on this page.

# BRAND-NEW MACHINE

MEGA DRIVE

**Q** Dear ProHelp  
I got a Mega Drive for Christmas, and I am having problems with *Desert Strike* and *Bubsy*. Could you also give me the level codes for *Sonic 1* and *2* because I get half way though the game and have to go back to the start again. Please, please, please help me.  
**Lauraine Hughes, Chester**

**A** That's a very nice stash of games you've got there to accompany your brand-new console Lauraine! Anyway, as you haven't specified exactly *where* you're having the problems, you leave me no option but to supply you with all of the level codes for *Bubsy* and *Desert Strike*, plus the level selects for *Sonic 1* and *2*.

## BUBSY

Level 2.....CKBGMM  
Level 3.....SCTWMN  
Level 4.....MKBRLN  
Level 5.....LBNLRD  
Level 6.....JMDKRR  
Level 7.....STGRTN  
Level 8.....SBBSHC  
Level 9.....DBKRRB  
Level 10.....MSFCTS  
Level 11.....KMGRBS  
Level 12.....SLJMBG  
Level 13.....TGRTVN  
Level 14.....CCLDSL  
Level 15.....BTCLMB

## DESERT STRIKE

Level 2 .....BQJRAEF  
Level 3 .....TLJKOAP  
Level 4 .....WTEOUJP  
For ten extra lives  
input this code:  
BQQQAEZ

## SONIC CHEATS

Sonic 1: During the title screen, press UP, DOWN, LEFT, RIGHT, A, C, B, and C. If the

cheat has worked you'll hear a noise. Now press A, and START simultaneously to access the screen. Sonic 2: Go to the Sound Test option and select sounds 19, 65, 09, and 17. Now press Reset and hold down A, and START.

# ROCKET THROUGH IT

MEGA DRIVE

**Q** Dear ProHelp  
I am totally stuck on *Rocket Knight Adventures* on the Mega Drive. Have you got a level select?  
**Danny Galpin, Highcliff**

**A** To access a level skip, press UP and LEFT ten times on the title screen. If the cheat has worked you should hear a chime. Once in the actual game, pause the action at any time and then press C, B, B, A, C, and B to skip them levels.



# COSMIC, MAN!

MEGA DRIVE

**Q** Dear ProHelp  
Please help me, I am stuck on *Cosmic Spacehead* on the Mega Drive, I cannot seem to get past the ugly monster with one eye.  
**Richard Chattawag, Coventry**

**A** Seeing as spaceheads don't come more cosmic than me, here is how you do it. Go to the race track and speak to the woman in the box. She'll tell you that you're too young to race and will hand you a Red Balloon as a patronising gesture. Take this balloon to the monster you described and hand it over to him. Then watch in amazement as he floats away.

# I'LL BE BACK

MEGA DRIVE

**Q** Dear ProHelp  
I bought the Terminator arcade a little while ago. But I can't do the first level, is there any cheats that you can give me. Thank you.  
**Rory Machinnon, Nowheresville**

**A** I wish you could have been a little more specific. Assuming that you mean *T2: The Arcade Game*, here are a couple of handy cheats to help you get off (snigger!) the first level.

For a level select, press UP, DOWN, LEFT, RIGHT, UP, DOWN, LEFT, and RIGHT during the title screen. Then start the game as normal and press pause. Now press B, and C to skip that particular level. This cheat can be repeated on any level.

If you have a rapid-fire controller, you'll find that by blasting away with the switch activated will ensure that your gun never overheats and infinite gun-power will be at your disposal.

# SALT OF THE EARTHWORM

MEGA DRIVE

**Q** Dear ProHelp  
Please can you help me, I am stuck on *Earthworm Jim* on the Mega Drive. Could you please give me a level select.  
**Robert Paine, Wembley Park**

**A** To enter a level select and cheat screen, pause the game at any time and then input the following code on controller one: A and LEFT together, B, B, A and RIGHT together, B, B, A, and then unpause. You should now see a screen featuring the brains behind

*Earthworm Jim*, Dave Perry, denouncing you as a "Cheat!"





## For Sale...Penpals...Wanted... Help...Swap...Clubs

### FOR SALE

**For Sale, four classic Master System platform games** including Sonic 2. Lemmings also for sale. Will sell for £60 ONO or £10 for any one game. Write to John Morris, 48 Hayfield road, Oxford OX2 6TU.

**Sega Mega Drive games for sale** from £4 inc Mick + Mack Global, The Immortal, Populous. Phone Nick or Sean on (01923) 266 880

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**11-year-old female, long dark brown hair,** severe tomboy, looking for sexy male 11-13, living in Cornwall. If poss, write to: Beacon Cross, 7 Beacon Road, Bomin, Cornwall PL31 1AS. (Carolina Stowell Smith) Cheers!

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Stephane, 8 Rue De La Romanche, 62700 Bruam - La Buissiere, France. (I'm a fan of Vanessa Paradis.)

**12-year-old male seeks 12-year-old girl** that will write once a week. Write to Morgan Ryan, 86 Canon Hayes Park, Tipperary Town, Ireland. All letters will be replied. Please enclose photo - write soon!

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**28-year-old guy seeks female between 25 to 28 years of age.** Must like playing games on the Mega Drive, music and a good sense of humour. Please send a recent photo to Tony Toboso, 15 Cayford House, Lawn Road, London NW3 2XG.

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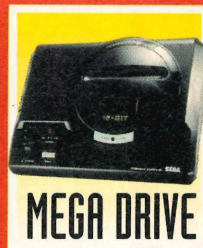
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# The Story of Thor™

## A Successor of The Light

The latest arcade adventure to come from the Sega stables is a contender for game of the year in our books! The plot is real swords and sorcery stuff: two magicians called Reharl and Agito killed each other in a massive battle, but their magical gold and silver armlets survived intact. One day, the young Prince Ali was digging away in the dirt when he found the golden armlet. A flaming wizard appeared and told him he had to find four spirits before he could battle the evil silver armlet. In the first instalment of our two-part guide, we show you how to find the water and fire spirits. Note that as you have to sometimes backtrack through terrain, the maps here are in no set order, so refer to each one when you need it...





MEGA DRIVE

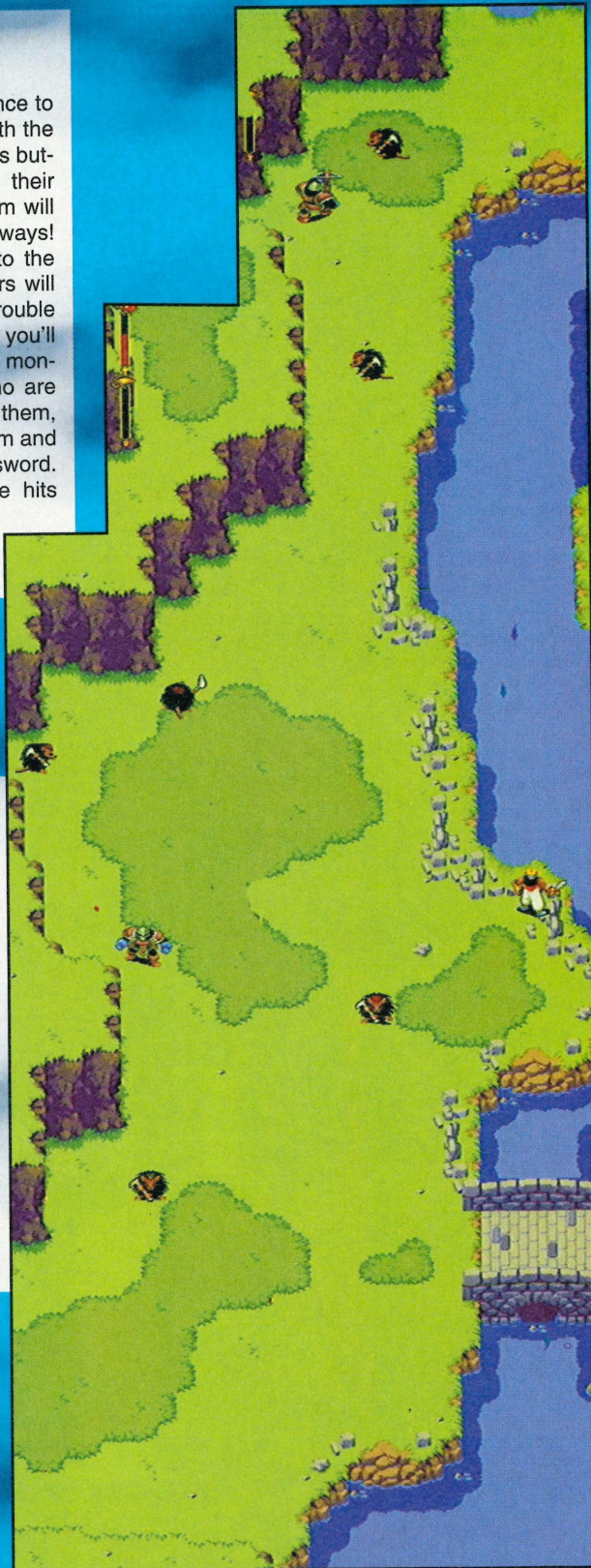
## MAP 1

Right from the start of the game, you have a chance to explore around the village and have a chit-chat with the locals. To do this, walk up to one of them and press button B – a short piece of text will appear with their response to you. The funny thing is, most of them will take the mickey out of your treasure-hunting ways! Ignore their jests and then proceed to walk up to the north part of the village. Here, about five villagers will run past you screaming – there's obviously trouble ahead! Carry on walking and you'll shortly meet up with a group of monsters (including a big troll) who are out for your blood. To fight them, just stand in front of one of them and press button B to slash your sword. They mainly take about three hits each, although the bigger troll will take up to six or seven.



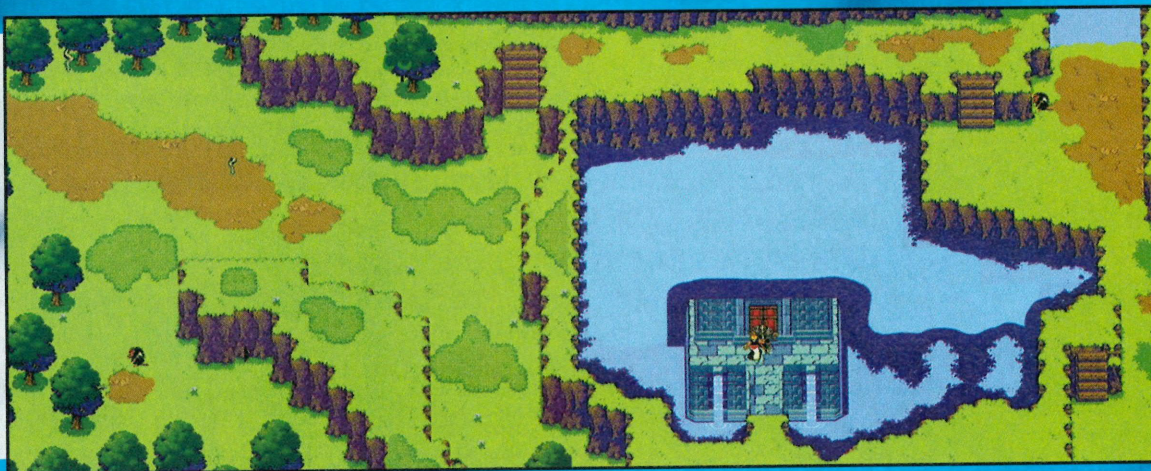
## MAP 3

On your way to the castle, you'll have to venture past this piece of land – again populated by its fair share of nasties! Kill any you come across in the normal manner. Keep an eye out for any meanies that suddenly pop up from the ground – if you start to see the earth move then leg it. There is a flame underneath the bridge that can be tackled once you get the water sprite.



## MAP 2

This area of landscape is populated with more than just a few baddies for you to deal with. They will mostly be small rat-creatures, but occasionally you'll meet up with an armed guard. This area is home to the Water Shrine, and is one of the first places you need to visit in the game. To get there, you'll have to go the long way around – making your way past some sinister armed guards to the top of the map and then travelling down and across until you reach the entrance.







## MAP 4

Another large area of landscape that is populated by nasties with all kinds of attitude problems. Kill these guys as you would deal with any others. There are several armed guards who will jump down on you from the middle, so make sure they don't get you when you walk underneath them! To the left, you can see the walls of the castle, so you know you've almost made it. To the top of the map, you can see a chest containing some goodies – but it's up to you to figure out how to reach this! The quicker you can get past this area, the better. You don't need to hang around here for long anyhow. Just follow the path running from the left to the right and you'll be fine. Although there aren't any big trolls in this area, the sheer number of baddies makes this the graveyard of many a brave knight, prince and adventurer. Gulp!

Keep an eye out for any rat-creatures that suddenly pop up from the ground – they can catch you by surprise and land you quite a lot of damage if you let them. If you start to see the earth moving, move away from the area as fast as you can. Not only will this stop you from getting into a worthless scrap, but there's more important things to be done. If you ever get stuck in the game, remember that you can always have a look at the map and see where to go next. You'll find yourself referring to this in more than one occasion, and it'll prove to be an invaluable asset to you later in the game. Get to it!

## MAP 5

The castle is where the King and your sister live. You can talk to the many townsfolk that you meet here, although just about all of them will give worthless pieces of information to you. If you walk down to the south of the map, you'll discover a house that you can enter with a few friendly faces inside. Only go here later on in the game – for the time being, you'll only need to explore the topside of this map. To enter the castle, simply walk up the steps and enter via the front gates. You can make a handy quick exit from there by jumping down through the top window. Much later on in the game, this whole area will be overrun by enemy guards and creatures. It is now that you need to go to the building to the south. Enter it and you'll be told about a hidden and secret entrance into the castle that is located in the forest to the west. There is also a boat docked to the east of the building, which contains several treasure chests which will prove to be invaluable to your quest. It is worth your while searching these out, as they contain things such as extra lives and energy.

Kill all the bad guys you find here in the usual manner. They have a knack of hiding out amongst the group of buildings clustered in the middle of the map. Keep an eye out for these as you pass them, or it'll be your guts for garters! Remember whenever you fight any monsters to make good use of all your weapons – don't waste limited bows and swords. If you get surrounded by baddies or trapped in a corner, the special swirling dagger move is very handy.

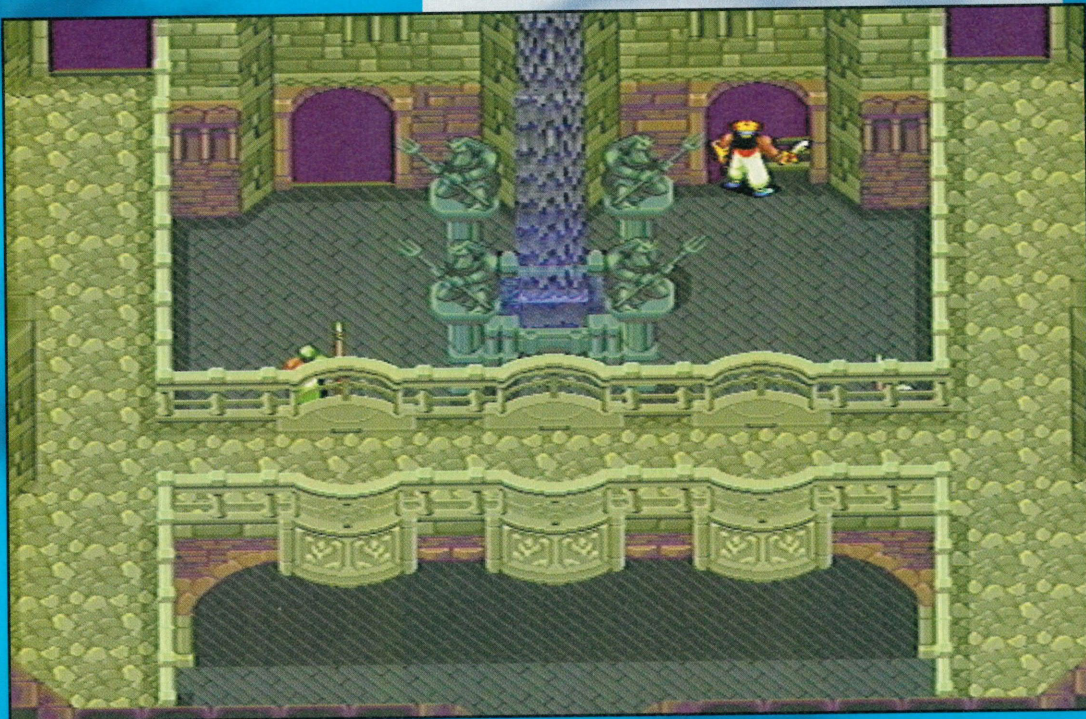






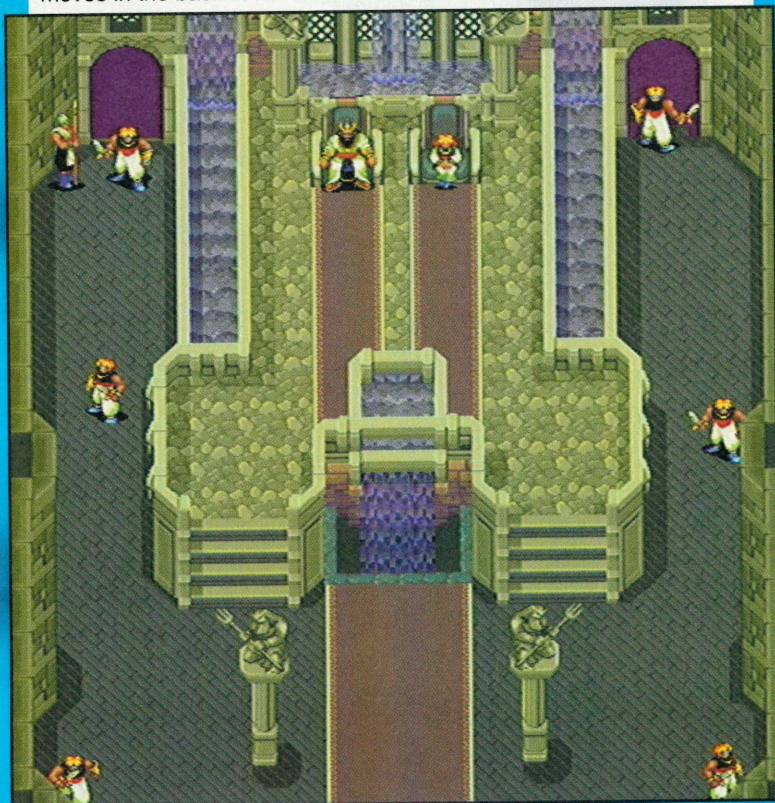
## MAP 6

Once you get inside the castle, your next task is to find the King and make sure that he's alright and unharmed from the invasion. This level is really quite straightforward. When you first enter the castle, walk up to the top-right door and go through it. Later on, you'll find yourself walking along the balcony above and you should walk down, across and then up again. Thankfully, there are no enemies here to harm you, and you can take your time while you explore. You can find a weapons room with swords and bows to save for later.



## MAP 7

Ta-daaaaaa! You're about to meet the King! The old chaps alright, and he'll inform you of a spirit that can help you out, located in a shrine to the east. What he doesn't tell you, though is that this shrine's populated by all kinds of nasty! You can also have a chat with your sister, who'll tell you of some books containing special moves in the back-room.



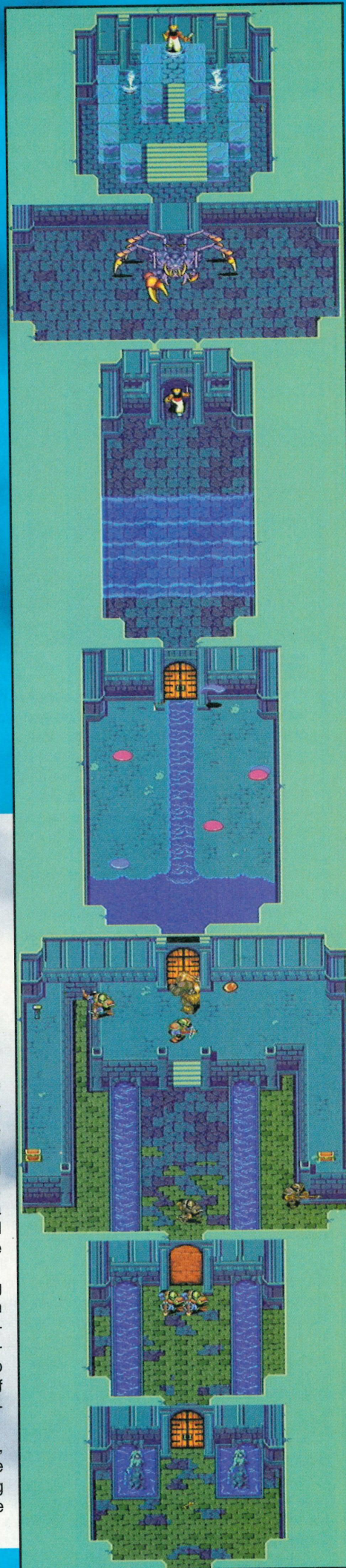
## MAP 8

Inside the water shrine, you'll find seven small rooms which you have to battle past. Kill the two guards that you find and one of them will kindly deposit a key for you. Now go through the doorway. The second, third and fourth rooms are similar to this as well.

The next room is a test of your leaping ability. Every two seconds, a tidal wave of water will rush down on you, and to avoid it you must take a running jump. If you're quick enough, a couple of jumps later and you'll have made it to the exit. Easy!

It is now time for the big spider guardian. Hit him in the face to make his energy run down and keep eating items of food to top up your health. With lots of hits in the face, you'll easily defeat him.

Once you've done this, your next task is to fire your armlet (by pressing button A) and collect the water nymph. Hurrah!







## MAP 9

This large area of landscape is populated by all manner of meanies. You can find a rat-man camp to the bottom-left of the map. When you walk past this, they'll probably run after you and attack – but the little pipsqueaks are easy to kill with a couple of quick dagger swipes. There are also some slippery snakes that are lurking in the grass on this map – watch out for their sudden strikes. There is the occasional treasure chest that can be found scattered along here as well. This will inevitably contain some extra energy power-ups and maybe the odd weapon or two as well. This level is situated in the depths of the forest, but don't let that put you off. As long as you've brought plenty of extra energy power-ups and nerves of steel, you should be alright!



## MAP 10

You won't need to venture into this bit of land until, much, much later in the game. This is good news, really, because the whole area is populated by massive trolls and frightening armoured guards. Most of these guards will throw bombs down on you, which will then burst into flames, so the best tactic when they do this is to run away! If you're quick enough, you might even be able to knock the fire-bomb back at them – causing them to burst into flames. This is particularly useful if there is a group of monsters all huddled together – when the bomb explodes, they'll all get burnt to a frazzle. Heh heh.





## MAP 11

Another landscape map, another host of baddies and another maze for you to find your way around. To the northwest of this map is a gathering of baddies, all led by a huge troll. Battle your way past these guys and head for the staircase to the south. Then make your way around the plateau in an anticlockwise direction until you come to a sheer drop with a pole stuck on the ground on the other side. You can get across here if you have collected the shadow spirit from the cave – although this will be much later on in the game. There are about four different treasure chests scattered around this map – most of which contain extra energy.



## MAP 12

This cave is home to hundreds of zombie warriors – cut off their legs and they still attack! As well as the zombies, you'll have snakes to contend with. These critters are guarding the treasure chests located in the pit towards the middle of the level. The blobs are back for this section too – the majority of which will block your progress as you walk up the far-right of the stage. And on top of all that, you'll have flame-throwers to contend with! These games programmers like to make things easy for you, don't they? One of the chests towards the top of the map contains the key to the door, although it's up to you to find out which one it is!



## MAP 13

Once you've managed to get past the last level, a whole new set of problems awaits you here! The first thing you need to do is defeat the huge, ugly troll that is waiting for you. This guy holds the key to the door, so you have to kill him to get it. You now need to move the boulder and leave it over the green slab. Now grab the key from the treasure chest to get past the next stage, and then it's onto the skull-guardian. This guy spits out flames from his mouth, as well as attacking you with his two vicious claws. He takes hundreds of hits to kill, although you can see just how well you're doing by looking at the yellow energy bar. Bows come in useful here. Once you've destroyed him, fire your armlet at the door blocking your progress into the room holding the fire spirit. You'll now be briefed on what his special moves are.

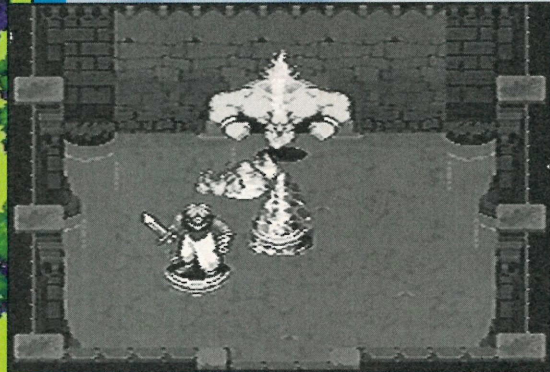






## MAP 14

To get into the fire shrine, you'll need to call up the water spirit when you're standing just in front of the waterfall. Now fire at the outline of the entrance and the shrine will become revealed to you! There are no bad guys to bother you in this stage, so you don't have to worry about any trouble here. You can get down into the water by using the steps located just to the right of the waterfall. Remember that you can summon any of the spirits if you fire your wrist armband into the appropriate substance. For example; the water spirit can be summoned when you fire at any water you see, the fire spirit is summoned when you fire at any flames and later on the



shadow spirit can be called upon when you see your own reflection. Easy, eh? Each spirit can be used for different purposes: the water fairy can extinguish any

flames that prove troublesome to you, the fire spirit can melt away any ice that blocks your way (see picture) and the shadow spirit can be used to get you across any gaps (as long as you have a pole to hang onto, that is!). Later on in the game, you'll find using the various spirits is a piece of cake, and you'll recognise when you need to use them and when not to. Another good tip is not to continually just use your basic attack to defeat opponents with. Your special running and rotating attacks will make a much quicker job of most of the guardians. The special moves are also great for taking out large groups of baddies at once.

## MAP 15

This large area of land is heavily populated by fearsome monsters, so you'll need your wits about you if you want to survive. Plenty of treasure chests lie scattered around the whole area, so be sure to take a look inside each one and see what goodies they hold. Use the water spirit to extinguish the flame blocking your way up to the lower rise of ground. Make sure that you don't get caught out by any zombies that block your way – if you begin to see the earth move in front or behind of you, you should get ready for a fight! Right, anyway, that's it for our first instalment of The Story Of Thor solution. I hope you've had fun, and I'll see you here this time next month when I'll tell you, step by step, how to find the shadow spirit, how to get past all of the tricks and traps of the silver armlet's castle and how to finally conquer this huge game – aren't I kind?

Oh, and remember: If ever you dig up an armlet in the dirt, DON'T TOUCH IT!



# Final part next month, folks!



# Grab those Issues you might have missed!

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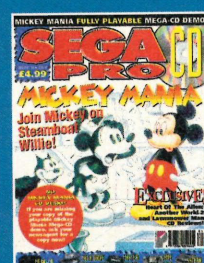
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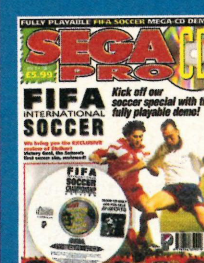
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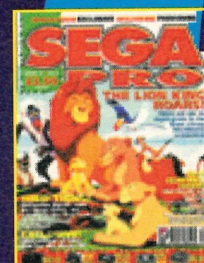
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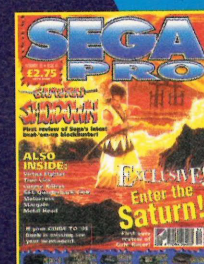
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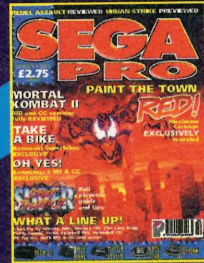
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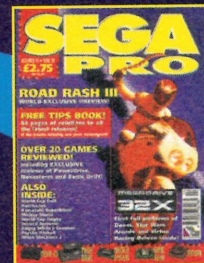
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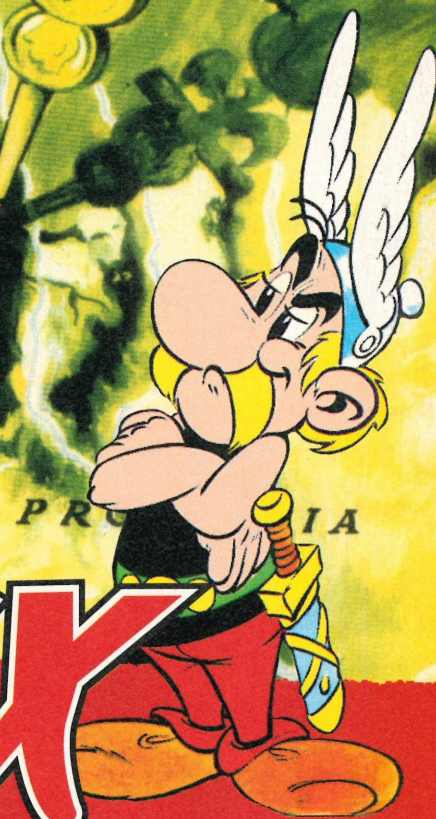
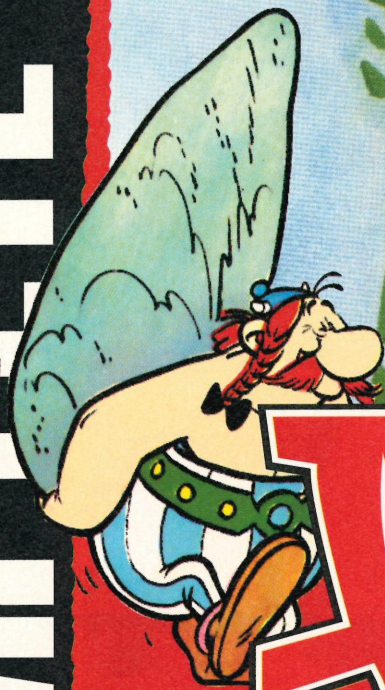
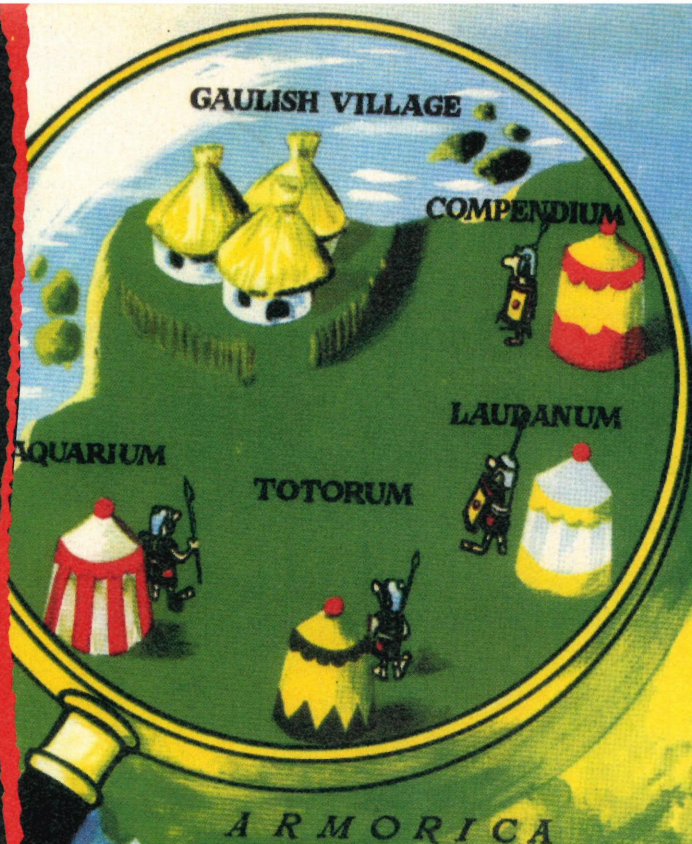
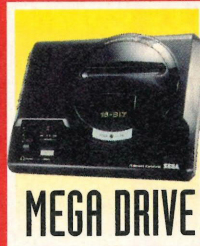
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# Asterix

## THE POWER OF THE GODS

This brand new adventuring featuring the indomitable power-house, Asterix scored a whopping 85% last issue. It combined a winning formula of strategy and action to provide a most awesome challenge, that's why we decided to bust it wide open to uncover every little secret hidden within. And so, exclusively for you, join us on a merry trip through ancient Gaul.



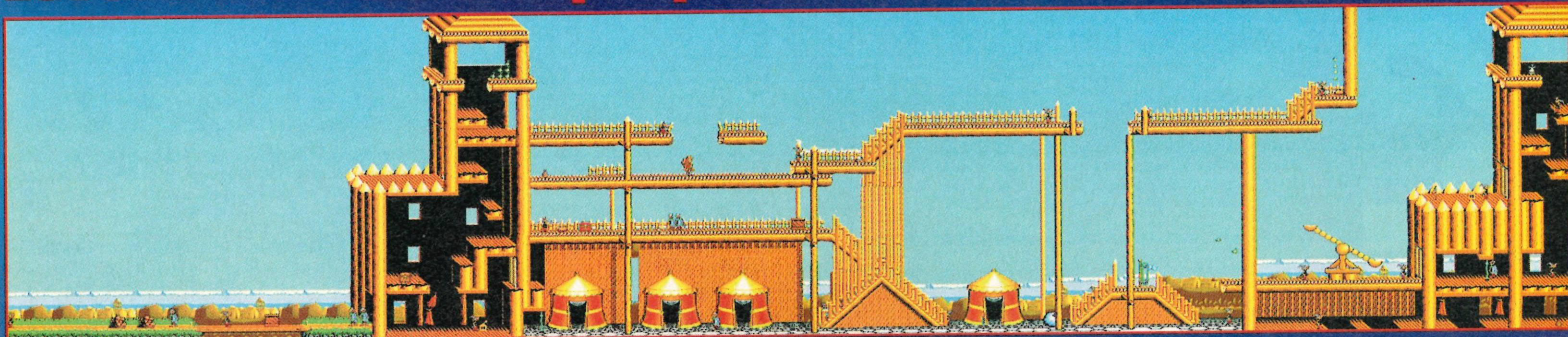


## Level 1 - The Gaulish Village

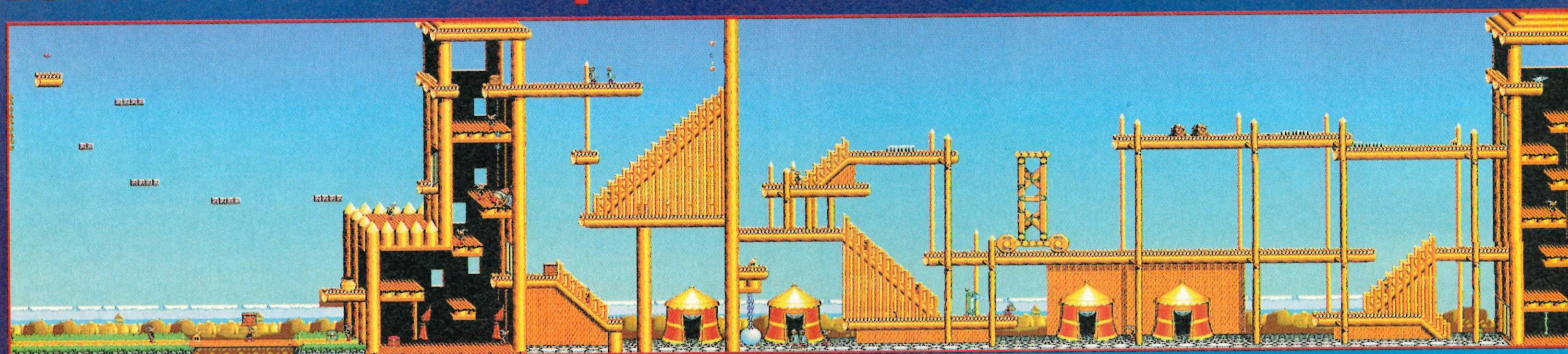
Hardly a level as such in the proverbial sense, the little Gaulish village which houses the troop of indomitable Gauls is more of a bonus opportunity to bag loads of points and collect a couple of useful objects needed to start out on your quest. You'll need to frequently retreat to the village to visit Getafix later on in the game.



## Level 2 - Roman Camp Aquarium

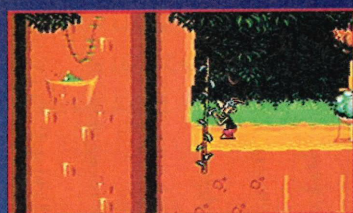


## Level 3 - Roman Camp Totorum



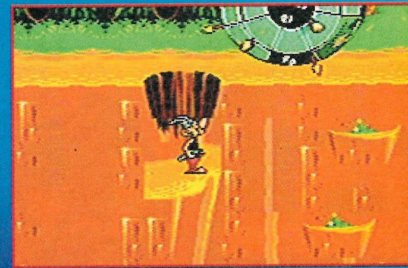
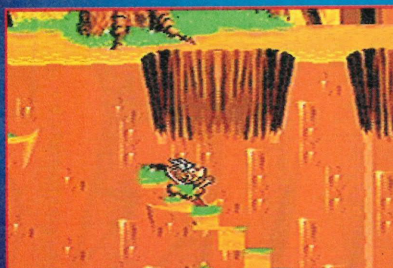
## Level 4 - Gaulish Forest

If you took the initiative to scout around the other two Roman camps before entering the forest, you'll have probably noticed that you can't actually enter them. However, a quick jaunt through this peaceful woodland will change all that. As you start, go right and biff the patrol of Romans. As you go up the first hill, stand in front of the gap in the ground, then the soil beneath your feet will start to crumble and thrust you downwards into an awaiting log.



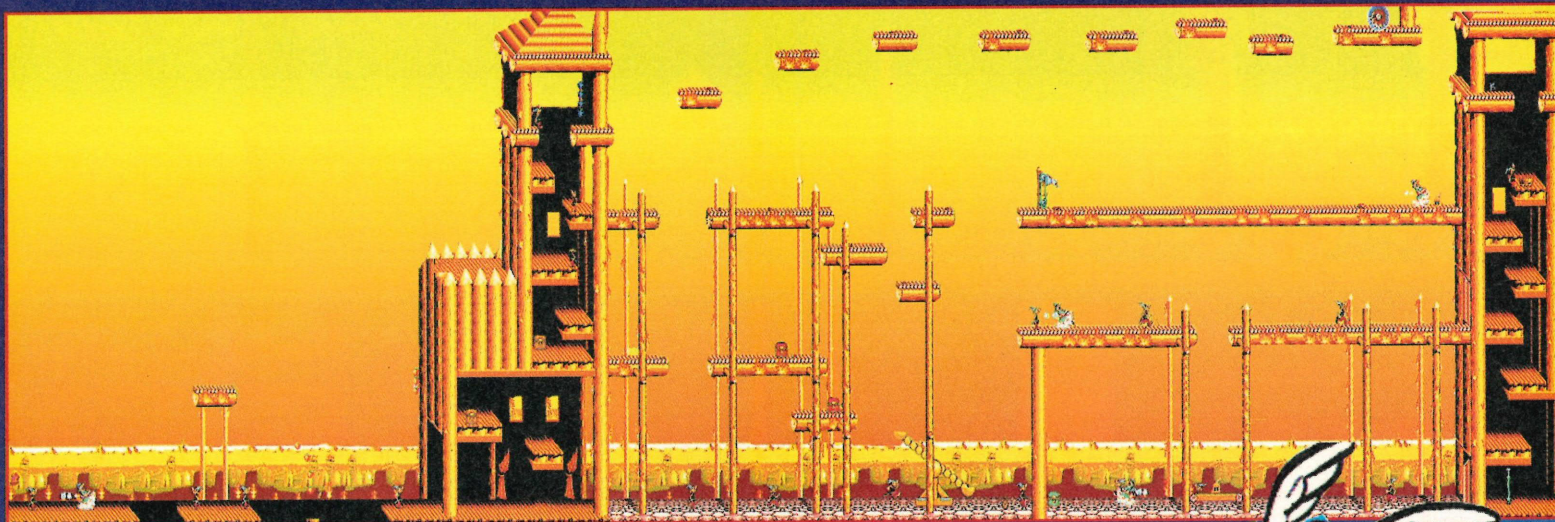
As you float downstream collecting bonuses, jump upwards when you see the solitary legionary. Keep going up until your path is blocked by an awesome Roman formation. Whatever you do, don't attempt to jump it as one touch will result in an instant life loss. Instead, follow it along as it starts rolling back to the right, then drop into the hole in the ground. When the Roman wheel has passed back over to the left, jump out and go and raise the restart flag.

Now make your way down to the bottom-right corner to collect the food and extra life, then climb up to the top-right corner. You'll notice a Roman catapult poised to fire. Pull the rope to launch a flaming torpedo and then exit the level by going right. When the action flicks back to the main map, you'll notice the torpedo shoot out of the trees and swoop down on a Roman Camp... your exit is now granted.





## Level 5 - Roman Camp



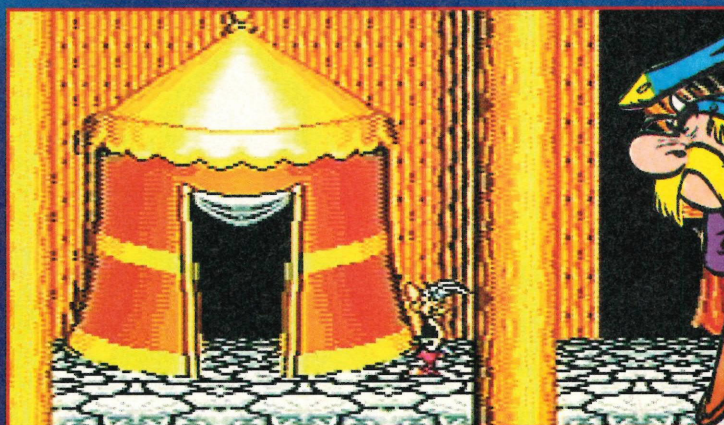
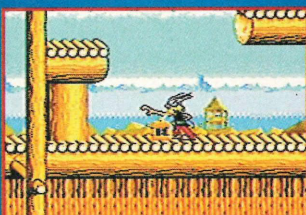
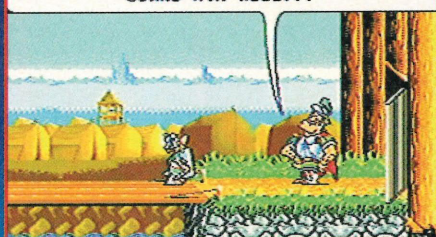
## Level 6 - Roman Camp

Once you have obtained the Roman disguise from the other three camps, enter this level and immediately go right. Following a swift change behind a convenient bush, Asterix will be able to bluff his way past the Centurion situated by the gates.

Proceed to go right along the bottom of the level, stopping by the tents to bag all the goodies. Eventually you'll come to a lever: give it a tug and a crate will drop down on the platform above. Pick it up and chuck it over to the right, then use it as a platform to jump up and over to the right to obtain the special object. Now go back along to the left, then when you get to the ramp, jump up to reach the higher ramp. Work your way upwards and then along to the right, bash the hordes of legionaries that litter your path and then make your way down to the bottom-right corner. Bash the last two Romans and enter the tent to rescue your British cousin.

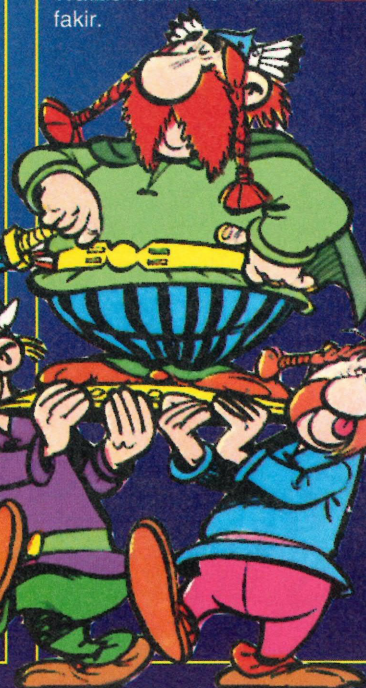
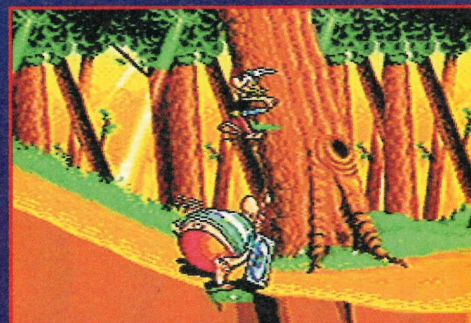


AVE! SO YOU'RE THE RELIEF, EH? THE ENGLISH PRISONER'S INSIDE. GUARD HIM WELL...



## Level 7 - Forest 2

Your cousin expresses his desire for a good ol' cuppa, and so now you must become side-tracked from your mission to keep the old mucker happy. Go back to the Gaulish forest and follow a similar path as before. However, once you get to the sleeping Roman (who just so happens to be very fat!), bounce on his belly to be catapulted up into the trees. You should see a vine swinging to and fro as you surge up into the skies. Grab it and then jump over to the left. Pull the vine to obtain the boulder and then shove at the Roman patrol to flatten them. Now simply wander over to the left to meet Watzisnehm the Indian fakir.

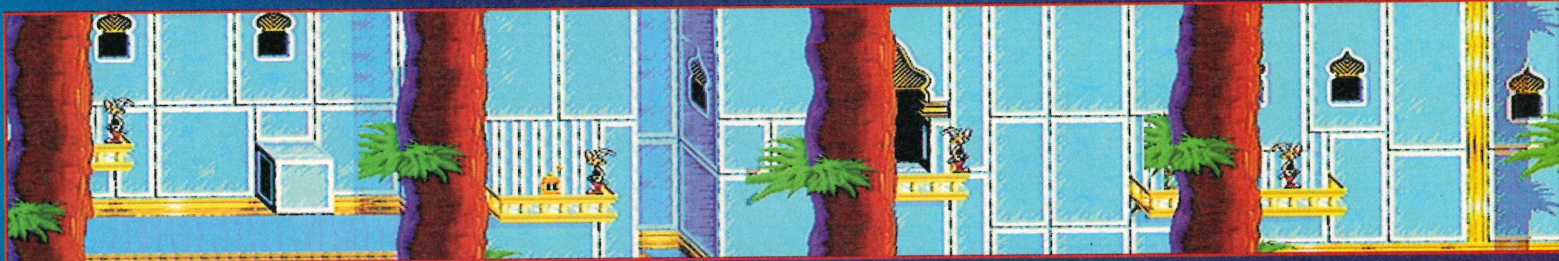


LO THERE, WATZISNEHM! I HAVE A FRIEND WHO'S IN NEED OF SOME TEA. CAN YOU HELP ME OUT?





MEGA DRIVE



## Level 9 - Germanian Forest

When you arrive back in Gaul, go to the Gaulish village once again to have talks with Getafix. He will tell you about a druid in a far-off forest that may have the solution to the drought in India.

On entering the forest, go right and jump over the wild boar. Continue going right for a short while before you reach a launch pad that will catapult you up and over to the left. Continue going up and then go right along the top of the level. Pick up the cauldron and hurl it at the two archers situated below and then drop down from the second set of collapsing platforms. Go right and collect all of the booty and then make your way upwards. Eventually you'll come to another devastating Roman formation: simply jump on top and then when it moves over to the right, jump off and run for it. Now you'll come face to face with the mystic druid who will inform you that his famous rain potion is a complete flop — hence the start of yet another major side-track.

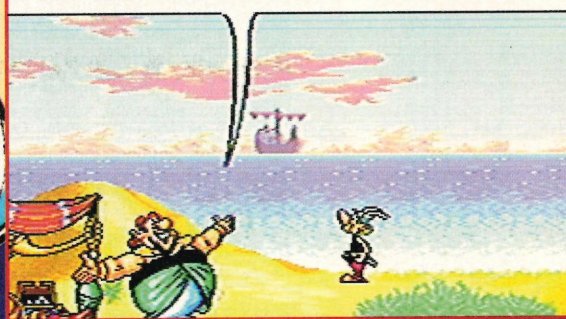


## Level 10 - Beach



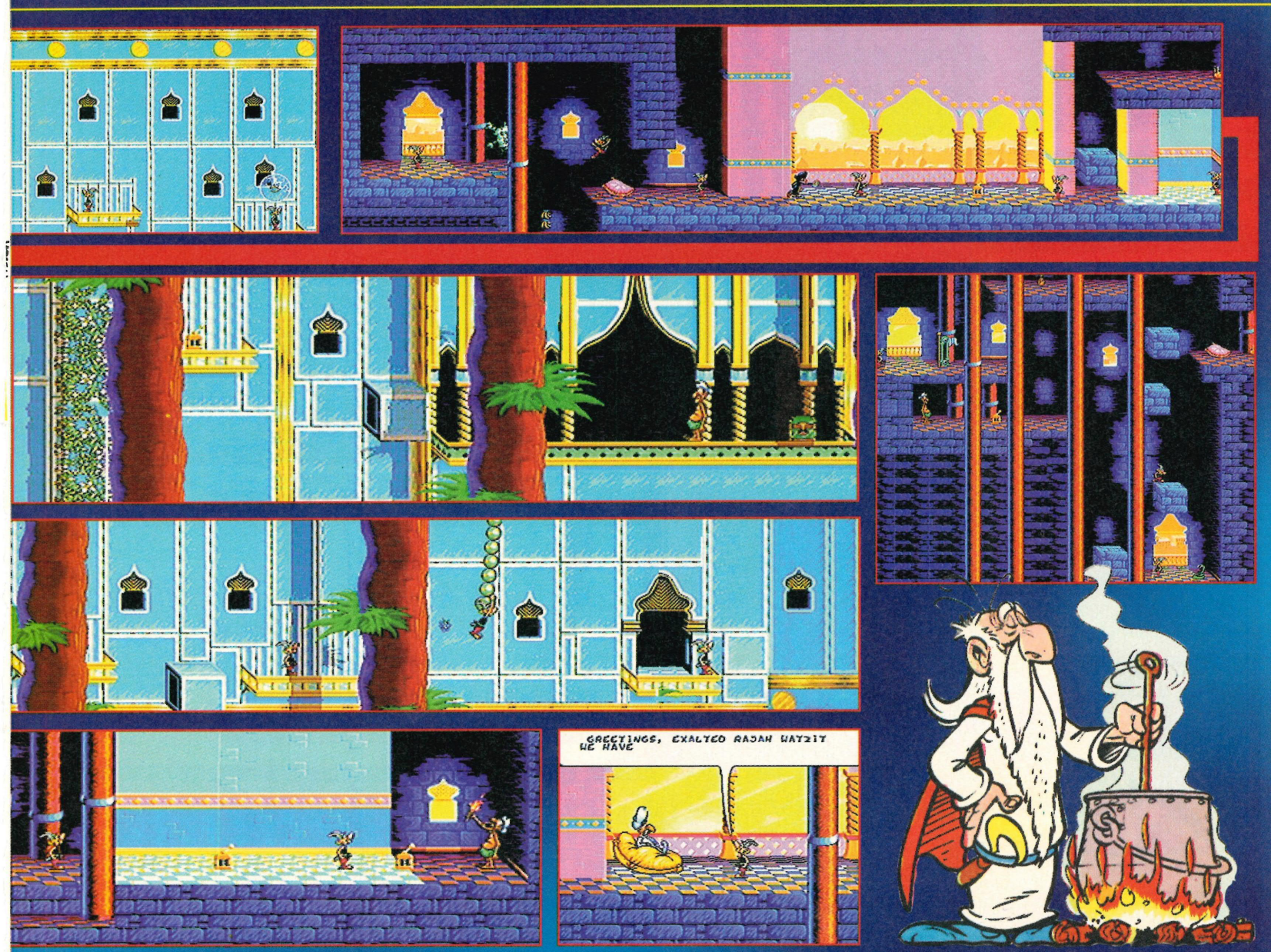
It's off to Egypt now to obtain some tablets needed for the rain-making potion, but to get there you'll need a boat.

IT JUST SO HAPPENS THAT I'VE GOT A DELIVERY TO MAKE AT ALEXANDRIA. I'LL TAKE YOU THERE IF YOU HELP ME

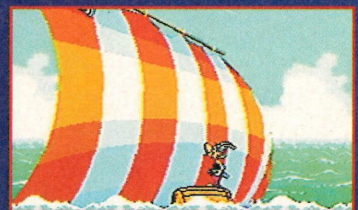
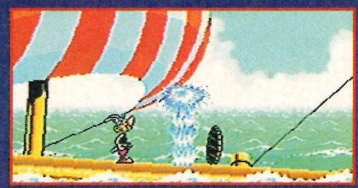
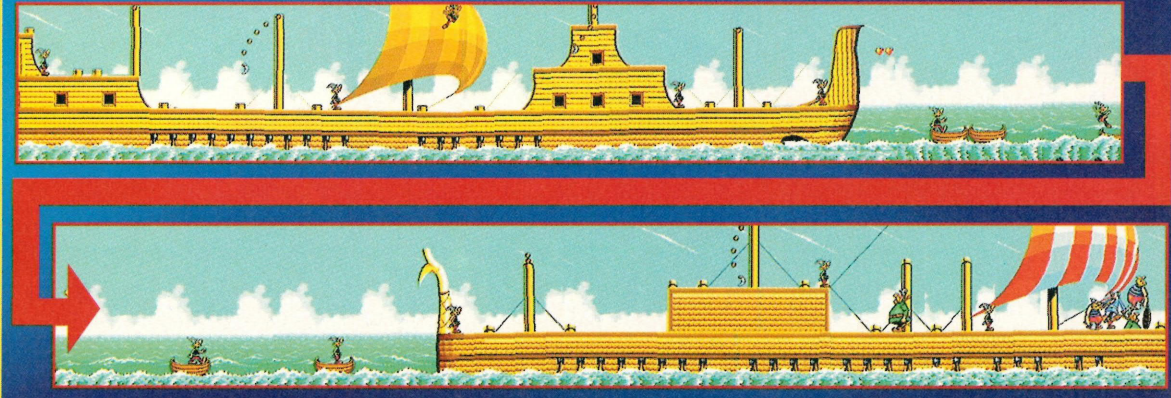


When you come to the beach, simply go left bashing everything in sight. Eventually you'll come to a huge oyster shell: bounce on top to be surged up into the clouds to collect a string of bonus goodies. When you drop back down to Earth, continue going left and you'll eventually bump into a very friendly trader who'll be only too happy to give you a ride — provided you see off a gang of ruthless pirates that are hassling him.

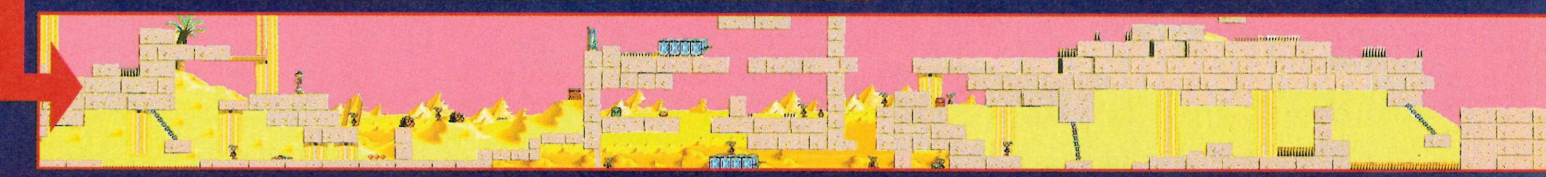




## Level 11 - Pirate Ship



## Level 12 - Egypt 1



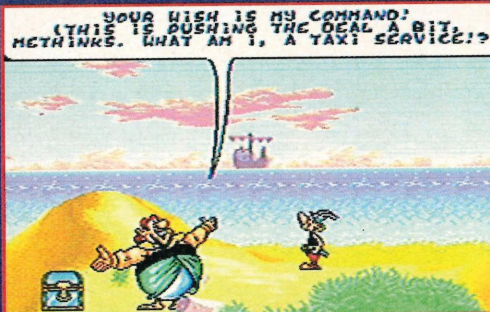
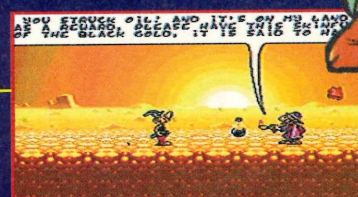
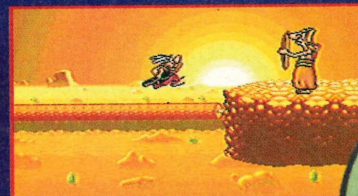
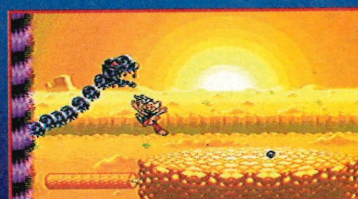
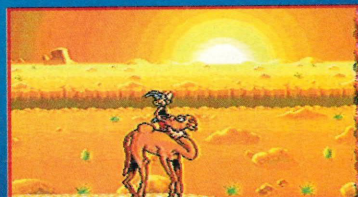




## Level 13 - Desert

Pah! Typical, you're in a hurry to get home, and the damn trader has to stop at some remote desert to pick up some goods. "Have a look around, the Desert's lovely at this time of year" he said, which turns out to be a complete lie as you'll soon discover.

Jump onto the camel and wait for it to toss you over to the right. Now go right for a little way and drop down a level, then go back along to the left and jump onto the oil spout at the end. This will gush you up to the highest platform where you can effortlessly dash along to the right for a while. When you finally drop down, use the disappearing platforms to work your way along and upwards and then continue going along the top of the level. Eventually you'll come to another camel, ride it like before and then be ready to do some swift jumping when he ejects you because the platforms that you land on only last for a couple of seconds. Sooner or later you'll come across a native that will generously give you a skinful of black gold.



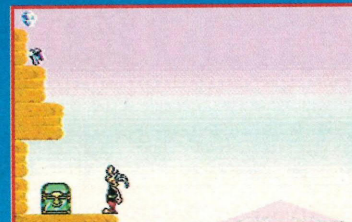
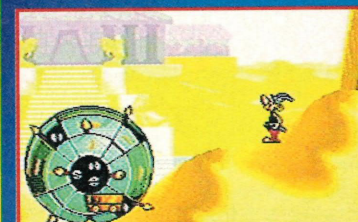
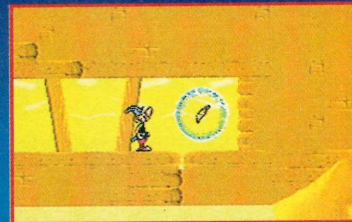
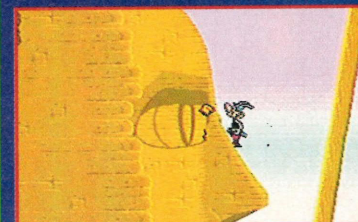
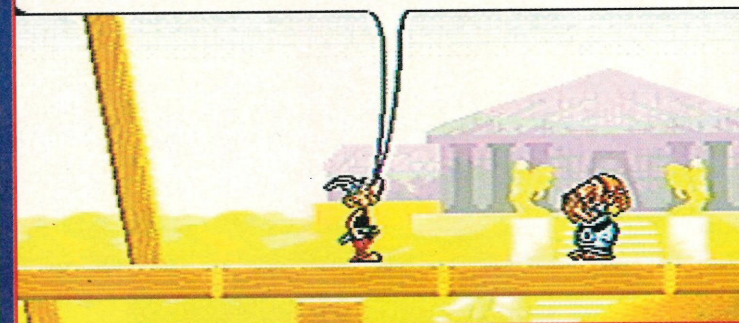
## Level 15 - Beach 2

Yes, you'll have to battle with the same foes as before to get back to the trader's ship. Straight-forward stuff that can easily be taken in your stride.

## Level 16 - Egypt 2

After a wee chin-wag with the friendly Egyptian, go left and make your way upwards. Once you've scaled the Sphinx, go down and continue going left. There are all sorts of bonuses to be collected amongst the wooden platforms so keep your eyes peeled. By going left, you'll come to another one of those damned Roman wheel things, time it well and use the launch pad to jump over it. If successful, scale the pyramid. At the top will be a few more bonuses for the taking. Now go inside to find Cleo.

I HAVE THE INSPIRATIONAL POTION FOR YOUR UNINSPIRED WORKMEN!

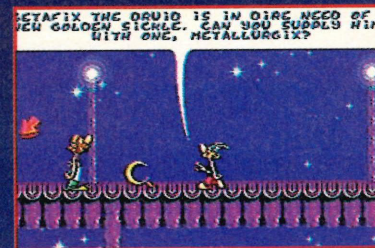


## Level 14 - Lutetia

Seeing as you need magic potion to get the tablets from Egypt, you visit Getafix to get a stash. However, the old fool has only gone and broken his golden sickle needed to cut the mistletoe - so guess who has to venture to Lutetia to purchase a new one!

Lutetia itself is kind of a bonus level, there are hardly any dangers and plenty of points to be obtained. Use the rollercoasters to fly through the town, but be careful not to get hit by the spikes that litter the track. In the top left-hand corner will be the sickle salesman.

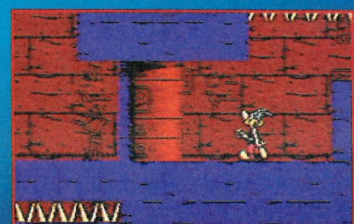
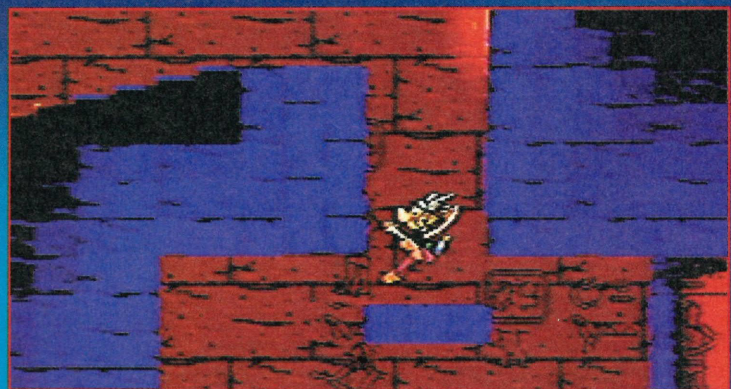
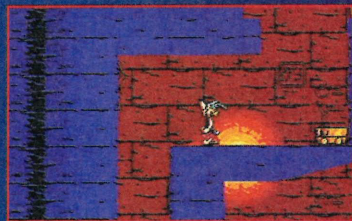
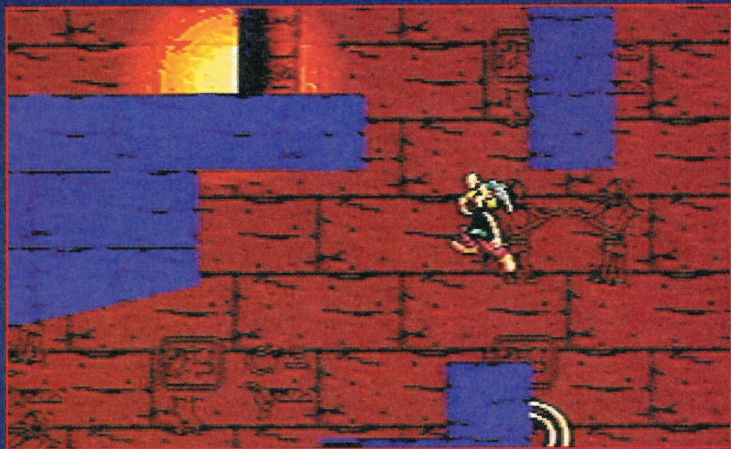
Now go back to Getafix and with the aid of the black gold from the desert, he'll be able to give you some magic potion to take back to Egypt.





## Level 17 - Pyramid

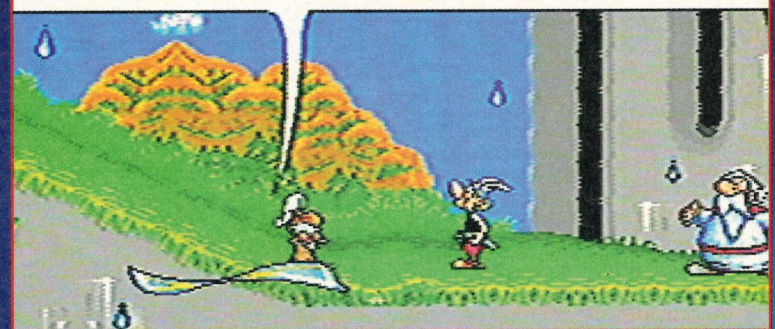
Go left and drop through the first set of collapsible platforms. Jump on the switch and then go back up and over to the left. Continue going left, avoiding the various traps that try to snag you, then go up and over to the right to get the other switch. Go back along to the left and jump onto the moveable platforms and then jump up and over to the left. Hit the restart point and then run like mad across the falling platforms. Now drop down and amazingly you'll find yourself inside Cleopatra's throne room. As you exit the pyramid, there'll be a set of collapsing platforms just before the door. If you take this secret passage there are loads of bonuses and a special object awaiting you.



## Level 18 - Germania Forest 2

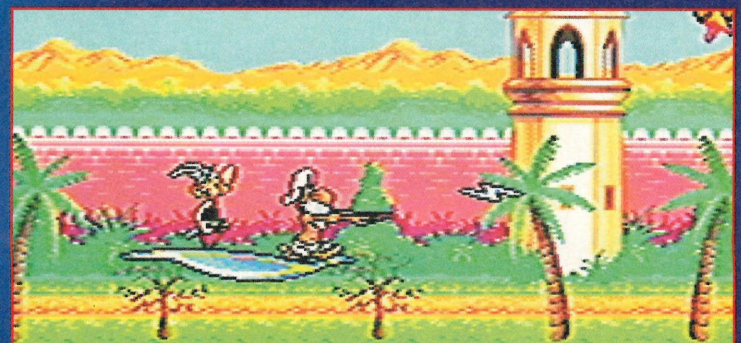
Yep, you've got the tablets, now go and see the mystic druid to find out if he can summon enough rain to end the drought in India. Hooray, it's a success, and from out of nowhere, Watzisnehm will appear and whisk you off to India to do a spot of tea-picking.

OH, JOLLY GOOD! I WAS JUST LOOKING FOR YOU. NEED A RIDE?



## Level 19 - India 2

This level consists of an enjoyable shoot-'em-up section. You must guide Watzisnehm's flying carpet through the grounds of the Indian palace, zapping boulders with your lighting shots. However, as you cruise through the skies, the weather will deteriorate badly and before you know it, you'll be up to your eyes and a terrible lightning storm that could end your adventure at any time. Continue to shoot the falling boulders, taking care to avoid the lightning clouds that litter your path. As you're flying along, try to collect as many tea leaves as possible for bonus points.





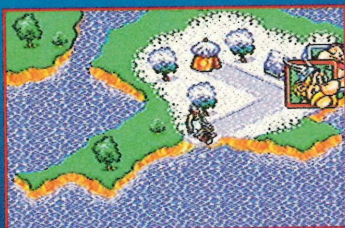


## Level 20 - British Village

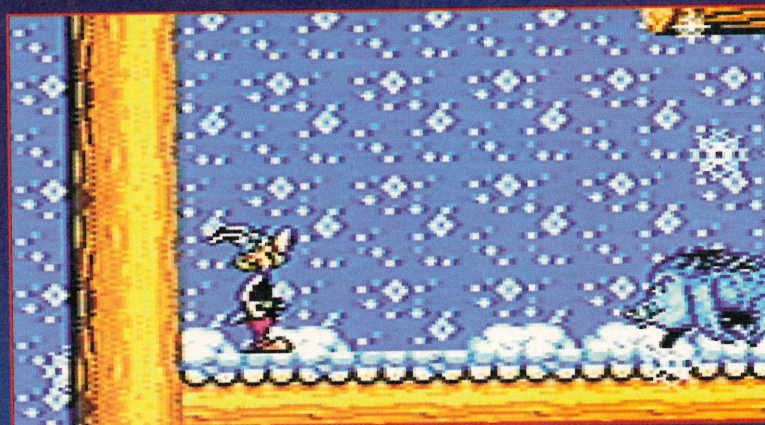
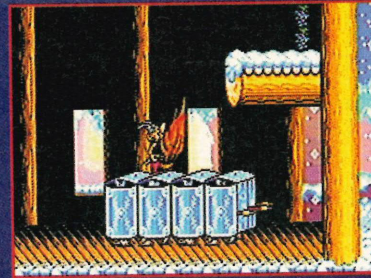
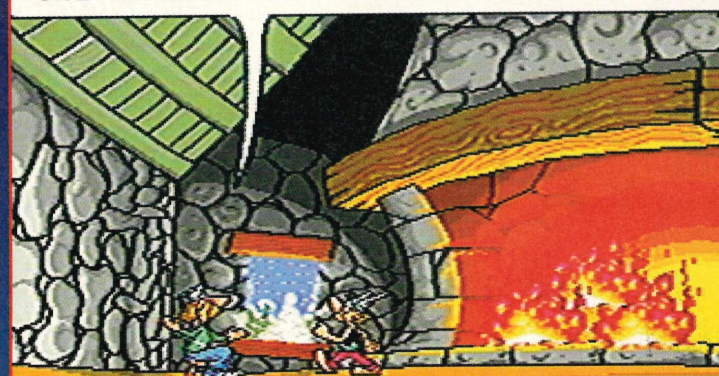
Brrrr, typical – as usual Britain is depicted as being some baron wasteland with appalling weather! As you enter the village, watch out for the Romans encased in ice that slide along the ground and eventually shatter

to unleash the hyper-up soldier inside. Run along to the right, as you dash up the hill, be sure to avoid the huge snowball that rolls down towards you. Use the trampolines to evade further snowball encounters and then when you reach the second British hut, jump onto the canopy to push a snowball along to the right. This will cause a big hole to appear in the ground in front of you: go down and then check out the underground complex of tunnels. First hit the restart point and then go right. Eventually you'll come to a set of launch pads, use them to bash back up through the ground and then enter the hut to have a chin-wag with your cousin.

He'll tell you to forget the tea for now (flippin' cheek!) but reliably informs you that the governor in the neighbouring Roman camp knows the whereabouts of the Chieftain shield. Naturally, you don't need asking twice as to where to go next!

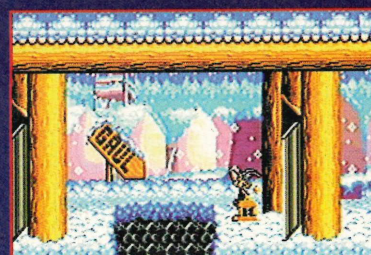
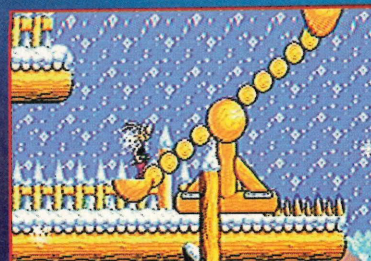
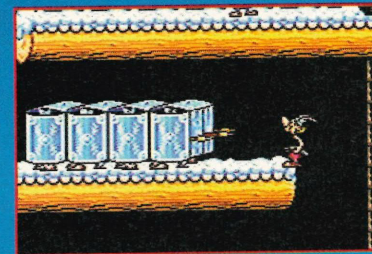


HEARD TELL THAT BULBUS CROCUS, IN THE CAMP JUST DOWN THE ROAD, KNOWS WHERE THE SHIELD IS JOLLY WELL BEING KEPT.

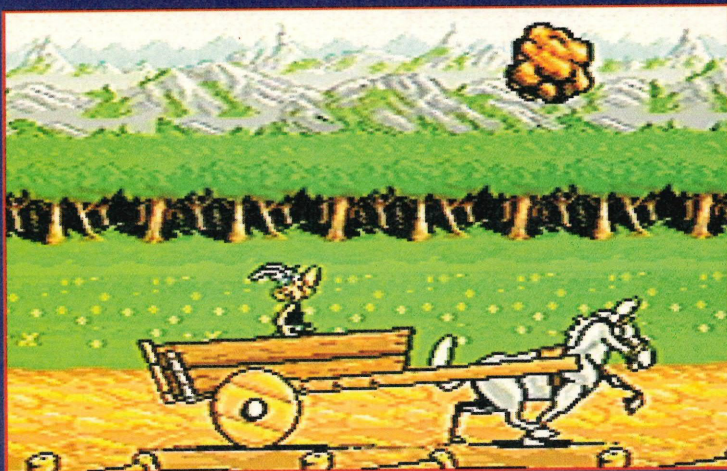


## Level 21 - Roman Camp

Go right and bash the troop of legionaries. Continue on your way and take note of the channel tunnel entrance that is all locked up (you may be needing that later). Get past the two Roman formations and then loot the following set of tents for goodies. Use the collapsing platforms to get over into the tower and then use the launch pads to scale it. At the top will be two wild boars that need tactical play to get past. Remember, one hit from these filthy pigs will result in instant death. As they run away from you, follow behind them and then jump over as they start to head back towards you. Flip the switch after the pigs and then use the crate to chuck onto the spikes that block your path over to the left. Continue going left and use the collapsing platforms to get back up to the top again. There'll be another pesky Roman formation to get past, but by doing it successfully you'll be rewarded by a big hamper of energy-replenishing food. Go along to the right and then use the catapult to launch you face to face with the stinking fat governor. When he has told you the whereabouts of the shield, pull the lever behind him, go left and drop down the gap. This should land you right next to the channel tunnel: look out for the Roman formations again and then drop down the tunnel for a sharp exit back to Gaul.

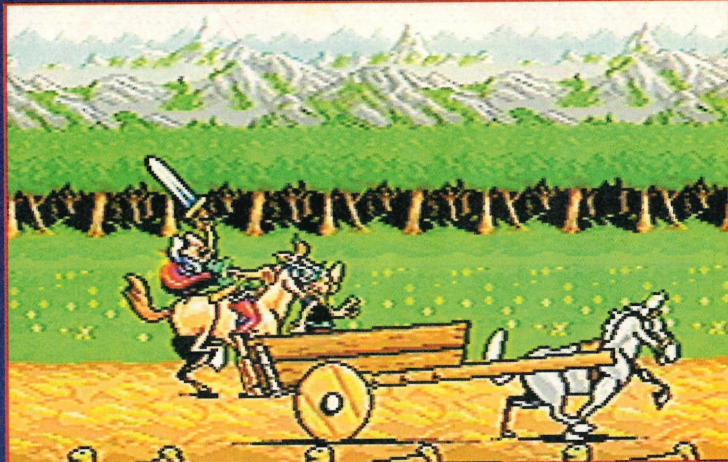






## Level 22 - The Road To Rome

Aha, the end is in sight, but the challenge doesn't let up for a minute. In this high-speed horse and cart chase sequence you'll have to begin by avoiding sign-posts, boulders and flying archers before being ambushed by Romans on horseback. As they approach you and take a swipe of their sword, turn away and then immediately turn back and hit them. Repeat this process several times to knock them to the ground. After every four or five swipes, the Romans will move in closer for a double hit: simply walk away as they do so. When the first mounted legionary has been... er dismounted, there'll be more obstacles to avoid before two more mounted legionaries move in for the kill. Deal with them as before and then you're laughing all the way to Rome.



## Level 23 - Rome

This is it, the final level. The Chieftain shield awaits you provided you've got the skill and stamina to get through the underground complex, Caesar's palace. However, you're on your own from now on. Can you find the correct pattern of switches that will lead you to your goal, or will you just rot away in the sewers surrounded by stinking rats and hideous bats? You decide!

And so we leave our little chums, gorging their faces on wild boar and ale. Three cheers for ASTERIX, 'for the spunky young gaul has saved the day again, huzzah!



the  
end



# SEGA PRO PROFILE

100s of  
Sega games  
listed and  
rated!

Welcome to the Sega games bible! If you're thinking of buying a game for any of the Sega consoles, check it out here first. All the ratings have been adjusted so you can compare old games with newer ones and make the right purchasing decisions.

## Mega Drive



1943

IMPORT

Aircraft combat shoot-'em-up. Progress through the multiple level classic using a basic range of weapons. Totally outdated but still great fun. 60%

688 ATTACK SUB

SEGA

Submarine sims are few and far between, but this little beauty shows that it is possible to do a credible job. It's very hard to get into, but the effort is worth it. 65%

ACME ALL-STARS

KONAMI

The Tiny Toons play five different sports including football, basketball and ten-pin bowling. With cute graphics and decent playability, this is a good value package. 82%

ADDAMS FAMILY

ACCLAIM

With super graphics and hundreds of hidden rooms, this offers compelling and addictive gameplay for all platform lovers. Only the standard jump 'n' collect concept pulls this down from the likes of Mario. 75%

AERO THE ACROBAT

SUNSOFT

Get in on the circus act in this platformer. A lot of old ideas but you'll still enjoy shooting from a cannon and jumping through flaming hoops. 77%

AFTER BURNER II

SEGA

Very accurate portrayal of the hydraulic coin-op. However, it's a bit easy and suffers from too much repetition of tedious tasks. 60%

AIR DIVER

IMPORT

Similar to After Burner II in both looks and playability. It has more challenging play with a wider variety of opponents and some tough guardians. 67%

ALADDIN

SEGA

This Disney classic has been captured with brilliant animation of cartoon quality. It's also has that element of humour and its 11 levels are very challenging. 90%

ALESTE (MUSHA)

IMPORT

This is one fun vertically scrolling shoot-'em-up. Detailed graphics, but like similar games, it may prove just too easy for most MD players. 65%

ALEX KIDD IN ENCHANTED CASTLE

SEGA

This platform adventure has loads of games and is packed with an average selection of adversaries, but the whole scenario becomes very boring. 48%

ALIEN 3

FLYING EDGE

May go down as the fantastic platform shoot-'em-up that never was. Nice graphics and sound, but not much to challenge even the greenest beginner. 63%

ALIEN STORM

SEGA

This horizontal alien shoot-'em-up is just far too easy. The two-player option is fun and the graphics look pretty good, but it'll all be over too soon. 60%

ALISA DRAGON

SEGA

Alisa Dragon is one tough chick. You must help her through eight stages in the style of Valis. Few lives and tough guardians, very challenging. 68%

ALTERED BEAST

SEGA

The first game to impress Mega Drive owners. The graphics are flickery and response slow. Usually given away free - nuff said... 28%

AMERICAN GLADIATORS

IMPORT

First we had wrestling giants, now flesh-pounding Gladiators. Six events to compete in and master before you're a true Gladiator. 55%

ANDRE AGASSI TENNIS

TECMAGIK

Each computerised competitor was digitised from real life action. Sprites are well drawn but they move much too quickly. 59%

ANIMANIACS

KONAMI

The wacky cartoon stars hit the MD in this amusing platformer. Zany humour and lots of puzzles make it a good laugh. 80%

ANOTHER WORLD

VIRGIN

Revolutionary vector graphics, beautiful animation and highly addictive gameplay. Can be frustrating, but it's a big game with lots of puzzles and action. 81%

ARCH RIVALS

FLYING EDGE

Hop, skip and punch your way through this manic basketball extravaganza. It's great fun for the first hour or so, but the novelty soon wears off and its mediocrity becomes apparent. 52%

ARCUS ODYSSEY

IMPORT

RPG in the style of Gauntlet. Two players simultaneously vandalise eight graphically excellent levels. There's a much-needed password save. 67%

ARIEL: THE LITTLE MERMAID

SEGA

Use your skills, as either Ariel or Triton, to defeat the evil forces of darkness and save your buddy. Plenty of vicious sharks to deal with. 61%

ART OF FIGHTING

IMPORT

A classic Neo Geo beat-'em-up transformed into a very average MD game. Only for NG fans and those seriously into nostalgia. 60%

ASTERIX AND THE POWER OF THE GODS

SEGA

An enjoyable cartoon arcade adventure which benefits from nonlinear sections and great graphics. 85%

ATP TOUR TENNIS

SEGA

A serious contender to *Pete Sampras* for the number-one ranking, this features sampled speech and 40 real players from past and present. Plays well. 87%

AWESOME POSSUM

IMPORT

An ecological platformer it may be but awesome it ain't. Recycle the cart - you could use it as an ice hockey puck or something. 23%

AXIS

IMPORT

This is a well-hidden gem. Worth seeing just for the amazing 3-D graphics, but also contains very addictive gameplay. A fine walkabout shoot-'em-up. 71%

BACK TO THE FUTURE 3

SEGA

Marty McFly, animated in the worst possible taste, proves to be a serious letdown in this disappointing film licence. Don't even think of testing it out! 20%

BAD OMEN

IMPORT

This Break-Out clone fails to have enough content for the big machine. Even so, the graphics are ace, with some really tough nuts (and walls) to crack. 56%

BALLZ

ACCOLADE

Surely one of the strangest beat-'em-ups ever made, this features clowns, ballerinas and rhinos - all made up of balls in a clever 3-D view. Refreshingly different and playable. 90%

BARKLEY, SHUT UP AND JAM

ACCOLADE

Playable basketball sim that's unfortunately weak on challenge. Only worth a look if you've got three bored mates and a four-way tap. 72%

BART VS THE SPACE MUTANTS

FLYING EDGE

This is without doubt one of the toughest cartoon licences out. It's even more annoying because everything about it is so well done; the graphics, the difficulty, the sound, etc and it's packed with challenge. 78%

BART'S NIGHTMARE

ACCLAIM

Bart's in a deep sleep with a homework collection mission. The catchy cartoon effects are suited to the Bart image but the simple gameplay makes this a release for the very young. 70%

BATMAN

SEGA

This fair conversion starring the caped crusader may get a tad boring, but the accurate graphics hold things together. 62%

BATMAN RETURNS

SEGA

Far from inspiring game that should have been much better. Totally unoriginal, with poor graphics and even worse sound. A real waste of money and time, even for Bat-fans. 36%

BATMAN: REVENGE OF THE JOKER

IMPORT

Better than other Sega versions - which isn't saying that much! However, large sprites and detailed backdrops show just how a Batman licence should be produced. Whammy! 72%

BATTLE COLFER

IMPORT

A golden-olde arcade adventure. It's all about the exploits of a golf ball and its travels. This may not sound like the best of starting points for a game, but it's good. 70%

BATTLE MASTER

IMPORT

Excellent presentation at the start welcomes novices and the rest of the game takes off from there. It can be picked up for a lot less than most, so it's worth a look for beginners. 62%

BATTLETECH

SONY

Control a high-tech Mech monster around isometric levels in this tactical shoot-'em-up - a sort of Desert Strike with robots. Great graphics and lots of addictive action. 83%

BATTLETOADS

SEGA

This could be the first time the warrior toads have engaged in gory battle, but stranger things happen. This is a thoroughly slimy and violent adventure, but not very playable. 34%

BEAST WARRIORS

IMPORT

Colourful, detailed graphics offset by terrible sound and slow jerky gameplay. Don't be fooled by pretty pictures - there's nothing at all nice about this dreadful game. 16%

BEAVIS AND BUTT-HEAD

IMPORT

The delinquent duo belch and fart their way through this okayish arcade adventure. Simply drawn graphics are just like the TV cartoon and there's lots of laughs. Playability is limited, though. 60%

BLADES OF VENGEANCE

ELECTRONIC ARTS

You've hacked and slayed the legions of darkness before (yawn) but EA give you another chance with this platformer. The scenario is tired but the two-player saves it from complete undead. 59%

BLASTER MASTER 2

IMPORT

A standard platformer that features hundreds of varied levels, loads of power-ups and two game playing modes. It's a shame it's just so easy. 52%

BLOCK-OUT

ELECTRONIC ARTS

Tetris goes 3-D as you, viewing from above, attempt to fit the blocks into a well. It takes quite a while to get used to the perspective, but once you do, it's very challenging stuff. 68%

BOB

ELECTRONIC ARTS

A platform shoot-'em-up where the character, BOB, must use all kinds of gadgets to aid him in his quest. Nice ideas, shame about the boring and unatmospheric action. 53%

BONANZA BROS

SEGA

Other than having simplistic graphics, the most flawed part of the accurate conversion is that it is very, very easy. Grab a partner and in the two-player mode you'll soon have the lot completed. 52%

BONKERS

SEGA

Originally intended as part of Sega's Kids Range, this represents pretty good value with four simple but playable games in one. 74%

BOXING LEGENDS OF THE RING

ELECTROBRAIN

A well put-together fisticuffs package with big sprites and plenty of guts. Just lacks that killer instinct and flashy style. 78%

BRETT HULL HOCKEY '95

ACCOLADE

This ragged ice-hockey sim has nice isometric graphics but slips up with poor playability. No match for EA's NHL series. 45%

BUBBA 'N' STIX

CORE DESIGN

Play delivery man Bubba in this extremely puzzling platformer. The very intelligent gameplay and undeniably top-notch presentation will have you exploring level after level. 80%

BUBBLE & SQUEAK

SUNSOFT

Cool platform adventure with puzzles revolving around helping your computer-controlled sidekick (Squeak) around the levels. Addictive gameplay and great graphics. 88%

BUBSY

ACCOLADE

Guide Bubby around his back garden. Cheerful music and colourful graphics can't disguise the frustrating gameplay and lack of originality which puts a doubt over its stability. Good platform fun, though. 76%

BUBSY II

ACCOLADE

Excellent follow-up with lots of cute platform action that's ideally suited to younger players. Stunning cartoon animation and lots of clever sub-games make it very entertaining. 86%

BUCK ROGERS

ELECTRONIC ARTS

Entry-level RPG with the difficulty set just right for beginners. The compelling challenge means you are never short of something to do and there's a big task to perform. 68%

BUKOKAN

ELECTRONIC ARTS

The presentation builds up a terrific atmosphere. It's just a shame that beneath it's only a shallow beat-'em-up with few opponents and limited moves. 50%

BULLS VS BLAZERS

ELECTRONIC ARTS

A very realistic basketball sim - fast and superbly simulated. The wide variety of shots, dunks and slams gives you a great choice of options, making the game a very playable affair. Not quite up to NBA Jam standard, though. 70%

BURNING FORCE

IMPORT

A sad attempt at what should have been a thrilling blast-'em-up. It offers nothing new. The scenario, graphics and bleeps have been seen many times before and, sadly, may be seen a few more times again. 22%

CALIFORNIA GAMES

SEGA

All of the cool sports are included in this colourful outing, but the game seems rushed, with simple graphics and gameplay. An old game that has never been updated. 52%

CANNON FODDER

VIRGIN

Sensible's wacky shoot-'em-up has you guiding a group of soldiers around overhead-view stages, blasting enemy troops, vehicles and buildings. As playable as it is funny. 90%

CAPTAIN AMERICA AND THE AVENGERS

SEGA

Another battle against the forces of evil. Worth playing in two-player mode, but if you're a sole gamer, leave it alone. It's far too easy and ultimately dated. 32%

CAPTAIN PLANET

SEGA

Join the Planetarians in an all too typical platform adventure where good attempts to conquer evil. Captain Planet's star appearance is rather overshadowed by the dull and lifeless backgrounds. 34%

CASTLE OF ILLUSION

SEGA

If you haven't got this, what have you been doing? This game has absolutely everything; great graphics, super sound, gorgeous gameplay and dynamic difficulty. More than this, it's good fun too! 85%

CASTLEVANIA

KONAMI

Travel to Transylvania to stake out the naughty old Count in this very pretty platformer. Choose to be whip-lashing Johnny Morris (!) or spear-poking Eric battling through countless spiralling levels. 84%

CENTURION

ELECTRONIC ARTS

A welcoming historical strategy game with excellent in-game maps etc. However, the enthralling storyline doesn't create enough fun to last for very long. 60%

CHAKAN

SEGA

Taken from the comic book series of the same name. Creative graphics give an eerie atmosphere - as does the music - but failing gameplay lets it down. 65%

CHAMPIONSHIP PRO-AM

IMPORT

This is a cross between Super Off Road and Super Sprint with a good isometric view of the track. The bright graphics and super little soundtrack make it appealing. 60%

CHAMPIONSHIP BOWLING

IMPORT

An alleyway sim that's a lot of fun with four players, however, the computer is very hard to beat, but the limited action severely handicaps its appeal. 61%

CHAMPIONS WORLD CLASS SOCCER

ACCLAIM

Ryan Giggs's endorsement doesn't improve an average footy game. Lacks the precision of Sensi and the passion of FIFA. You'll score a lot though. 70%

THE CHAOS ENGINE

MICROPROSE

A conversion of the 'classic' computer game with a fun two-player mode. So long after the original, it looks a bit dated. 54%

CHESTER CHEETAH

IMPORT

A poor platformer with slow gameplay and a lack of original and constructive ideas. Look at Rocket Knight Adventures for a decent alternative. 35%

CHUCK ROCK

VIRGIN

Stone Age shenanigans in this arcade adventure. Full of jokes, this humorous quest challenges the mind and pushes your gaming skills to the hilt. 70%

CHUCK ROCK 2

CORE DESIGN

A six-level platformer with plenty of humour and fun for all ages. The parallax scrolling is used to superb effect, but the gameplay is let down as it is far too easy. 63%

CLAYFIGHTER

INTERPLAY

A conversion of the zany SNES beat-'em-up with clay-modelled fighters. Sadly it isn't too good and lacks playability. 49%

COOL SPOT

VIRGIN

Original, fun and super cool, this will have you tearing your hair out. It's very difficult and if you want to hone your timing and patience, then this is the game to do it with. 83%

COLLEGE FOOTBALL

ELECTRONIC ARTS

A halfway experiment between Madden '93 and '94 that allows you to play college teams against the all-time greats with more strategies and an updated presentation. 81%

COLUMBUS

SEGA

Such simple puzzle games as this never seem value for money, but when you'll play them for ages like this it all becomes clear. 80%

CORPORATION

VIRGIN

A genetics company's secret experiments and in disaster when one of their creations escapes. You are brought in by the government to kill the mutant and infiltrate the corporation producing the monstrosities. Still a great title. 82%

COSMIC SPACEHEAD

CODEMASTERS

Another addictive and cleverly adapted adventure from Codemasters featuring an interactive cartoon that will suit mostly young games players. 79%

CRACKDOWN

SEGA

Wander around Gauntlet-style levels, shooting everything that moves. The graphics are detailed and the gameplay addictive. 67%

CRASH DUMMIES



## DAVE ROBINSON'S SUPREME COURT

SEGA  
The view from the stands may be strange, but it is by far one of the best ways of playing this sport on small screen. Good in all areas, but a pity the players aren't real. 75%

## DAVIS CUP TENNIS

TENGEN  
Four tournaments and plenty of options makes this a complete tennis package where the gameplay can be a lot of fun despite a very fast ball speed. 73%

## DEADLY MOVES

IMPORT  
Poor attempt at a Street Fighter II clone with each wrestler having limited moves and only one special attack. Lacks polish, excitement and just about everything else. 51%

## DECAP ATTACK

SEGA  
Same game as Magical Flying Hat Turbo Adventure with Gothic graphics and gory killings. Big and pretty playable. 68%

## DESERT STRIKE

ELECTRONIC ARTS  
A masterpiece of intense action as you take the controls of an Apache helicopter completing special missions in the Middle East. Pure arcade blasting fun with a little strategy to keep you on your toes. 87%

## DICK TRACY

SEGA  
Loads of neat cartoon statics and a decent attempt at character sprites, but game lacks originality. 61%

## DINO DINI'S SOCCER

VIRGIN  
The creator of the Kick Off games switches sides to bring us his best footy game yet. The complex controls are tricky at first but result in extremely skilful play. 91%

## DINOSAURS FOR HIRE

SEGA  
Basically your average shoot-'em-up with good animation and an excellent difficulty level. On the other hand, long-term lastability could be a problem. 73%

## DOUBLE CLUTCH

SEGA  
Radio controlled cars never did hold kids' attention for very long and this Mega Drive version isn't much better either. Although gameplay is fairly interesting, the graphics and controls aren't up to much. 68%

## DOUBLE DRAGON 3

FLYING EDGE  
A very sad episode in the abysmal Double Dragon battle. Five stages of repetitive and graphically useless street fighting. 35%

## DOUBLE DRAGON V

IMPORT  
The fifth instalment in the long-running series sees a change of style to a one-on-one beat-'em-up. Mediocre action where bouts can be won by simple punching and kicking. 63%

## DRACULA

PSYGNOSIS  
Guiding Harker through the Dracula scenarios is a rather dated and uninteresting horror show despite the chilling and well drawn scenes. 55%

## DRAGON

VIRGIN  
A rather tame beat-'em-up that fails to capture the exciting and absorbing gameplay of Eternal Champions and Street Fighter II. 70%

## DRAGON'S FURY

DOMARK  
Official release of Devilish. Stunningly addictive pinball game that has superb graphics and sound with tons of brilliant bonus rooms. 80%

## DRAGON'S REVENGE

TENGEN  
The sequel to Dragon's Fury is just as addictive and furious as its predecessor. Lots of diverting bonus levels too. Just a shame it's only got the one pinball table. 83%

## DUNE 2

VIRGIN  
A cracking strategy release that has you building a spice complex on Arrakis and trying to wipe out rival clans. 86%

## DYNAMITE DUKE

SEGA  
The Op Wolf-style behind the shoulder perspective works well and there are loads of well-drawn punks to mow down. Sadly, it's much too easy. 63%

## DYNAMITE HEADDY

SEGA  
An appealing platformer with a cute main character who can change heads to do different things. Very playable with lots of attractive graphics to see. 83%

## EARNEST EVANS

IMPORT  
The original version that was later to become one of the first Mega-CD games. Guide your intrepid explorer through countless scenarios in this colourful adventure. 62%

## EA HOCKEY

ELECTRONIC ARTS  
Was, in its day, one of the most accurate sport conversions ever. However, the improved NHLPA Hockey puts it down a few points. 81%

## EARTHWORM JIM

VIRGIN  
Dave Perry's platform game has playability and humour coming out of its ears. You play a superhero worm who whips baddies with his body! Superb fun with a strong challenge. 93%

## ECCO

SEGA  
Dolphin fans should find this more than addictive. Guide Ecco through murky waters in a desperate search to find his lost, loved ones. A refreshingly original game. 83%

## ESCAPE FROM MARS STARRING TAZ

SEGA  
Follow-up to Taz-Mania featuring more top-notch animation. The platform action is good fun, if a little predictable. 83%

## EUROPEAN CLUB SOCCER

VIRGIN  
If you like your soccer sims designed this way then this is perfectly executed. The graphics are large, move around convincingly and set a believable atmosphere. Hardly in the same league as FIFA, though. 66%

## ETERNAL CHAMPIONS

SEGA  
A strong contender for the SFI 'best beat-'em-up' title. Very neat sprites, special moves and features make it a really exciting bash! 84%

## EVANDER HOLYFIELD'S BOXING

SEGA  
Good main sprites and extremely challenging gameplay makes it a better than usual simulation. Crunching sound effects are realistic. 76%

## EX-MUTANTS

SEGA  
Save the population from extinction in the aftermath of World War III. Detailed graphics and impressive sound. Let down by gameplay. 57%

## F1

DOMARK  
Speed your way around the world in this fantastic racing sim. There are 12 different tracks that are authentically recreated and loads of player options. 80%

## F-1 CIRCUS

IMPORT  
Addictive and playable, F-1 Circus was, in its time, one of the best arcade driving sims. With plenty of courses worldwide, it's fun. 68%

## F-1 GRAND PRIX

IMPORT  
Great roaring sound effects and superb graphics make this racing fun. It may not be as fast as F-1 Circus, but the visuals are superior. 71%

## F-15 STRIKE EAGLE II

MICROPROSE  
This is another classic flight sim from the company with a good reputation for producing quality aviation software. Great graphics, superb sound and relentless action. 78%

## F117 - NIGHT STORM

ELECTRONIC ARTS  
Pilot the stealth bomber through numerous special missions. More strategy than seat-of-the-pants flying as you use the latest laser-guided weaponry. For hardened flight-sim fans. 74%

## F-22 INTERCEPTOR

ELECTRONIC ARTS  
Plenty of scenarios to be shot down in, including Iraq, with Saddam shedding tears for his beloved comrades. It's now very dated. 60%

## THE FAIRY TALE ADVENTURE

ELECTRONIC ARTS  
One of the biggest and most challenging games ever. Fans of RPGs will enjoy it, but it's also very accessible for newcomers. 71%

## FANTASIA

SEGA  
Although the graphics are astounding, it's full of poor collision detection, frustrating restart points and repetitive gameplay. Very, very tough. 65%

## FANTASTIC DIZZY

CODEMASTERS  
Dizzy's adventures are recaptured on the MD to great effect with bright colours, cute and detailed character illustrations and puzzles. 80%

## FATAL FURY

SEGA  
A fairly credible Street Fighter II clone with plenty of action and moves. But the interest will falter, unless you play it on the hardest difficulty setting. 74%

## FATAL LABYRINTH

SEGA  
Fatal Labyrinth is far too easy to offer any real challenge to the experienced adventurer. It may prove ideal for the novice to dig into and complete. 58%

## FATMAN

IMPORT  
This is no Street Fighter II, but it certainly packs a punch. Well worth a play, with comical characters parading across the screen. 60%

## FIDO DIDO

KANEKO  
A very inventive platformer with lots of puzzles to solve and bonus mini-games to play for extra points. This could keep you jumping about for hours. 73%

## FIFA INTERNATIONAL SOCCER

ELECTRONIC ARTS  
SegaPro Game of the Year 1993 and probably the best footy sim available. End-to-end action with 4-way play and the ingenious 'run faster' button. Exciting and addictive. 90%

## FIFA SOCCER '95

ELECTRONIC ARTS  
Even better than the original footy masterpiece featuring more options, tournaments and teams. Not only have the graphics and sound been improved, but the action is made more skilful thanks to the much easier passing. 94%

## FIGHTING MASTERS

IMPORT  
Here's another of those games with visuals designed only to conceal the fact that there's nothing else there. Okay beat-'em-up for wimps. 20%

## FINAL BLOW

IMPORT  
As this is criminally easy, you shouldn't look for value. The boxers look great, but their power is so immense no-one stands a chance. 32%

## FIRE SHARK

SEGA  
Fun shoot-'em-up with everything but challenge. Good graphics, immense power-ups and a large array of opponents, but there are better. 60%

## FLASHBACK

US GOLD  
If you thought Another World was good, wait until you see this! It has more than the first version with better graphics and animation. 86%

## FLICKY

SEGA  
The graphics are appalling, with some tiny sprites, simple backgrounds and the gameplay is monotonous. 27%

## FLINK

PSYGNOSIS  
At first it looks like another sickeningly cute platformer, but this is surprisingly addictive with plenty of tricky puzzles to solve as you collect ingredient for magic spells. 89%

## FORGOTTEN WORLDS

SEGA  
Repetitive gameplay becomes very trying. The stages are long and the enemies varied, making this a tough, but enjoyable, shoot-'em-up. 62%

## G-LOC

SEGA  
More mindless violence! An almost identical version to the arcade as you take to the skies and blast away as many enemies as possible! 70%

## GADGET TWINS

IMAGITEC  
Superb graphics and wonderful cartoon FX make this a top import title. Hilarious fun to play and totally cute. A wonderful scrolling action packer where your hammer takes pride of place. 78%

## GAIARES

IMPORT  
Yet another old coin-op conversion. Gaiares, however, is still an impressive shoot-'em-up which should keep most blast-'em fans happy despite its lack of originality. 74%

## GAIN GROUND

SEGA  
A simultaneous two-player game! Control a band of fighters who must shoot, bomb and jump their way through a massive landscape. 77%

## GALAXY FORCE II

SEGA  
Okay, this looks like the real thing, but it's miles off the mark. It has been totally slaughtered. No playability, less challenge - a total loser. 10%

## GAUNTLET IV

TENGEN  
With use of Sega's four-player tap adaptor, this classic fantasy adventure never seems to die with the fourth in the series struggling to produce new ideas despite its popular history. 73%

## GENERAL CHAOS

ELECTRONIC ARTS  
The haphazard battle between two military generals, Chaos and Havoc, produces chaotic and addictive gameplay with a soft shade of humour that makes this a very original piece of software for your games collection. 86%

## GEORGE FOREMAN'S KO BOXING

ACCLAIM  
A poor attempt that should have been put to sleep the moment that the programmers finished it. No comebacks please! 40%

## GHOSTBUSTERS

SEGA  
All the characters we know and love have been turned into Japanese mutants with massive heads. It's no fun to play. 28%

## GHOULS 'N' GHOSTS

SEGA  
An ancient but great coin-op conversion that has become a classic. This enjoyable hack-'em-up platformer that is worth playing - if only for old time's sake. 77%

## GLOBAL GLADIATORS

VIRGIN  
Wonderful platform game where you fire custard at Slime Monsters and collect McDonald's arches. The graphics and sound are excellent. The gameplay is highly original and packed with challenging levels although longevity is in question. 80%

## GODS

ACCOLADE  
A standard platformer that has the age-old concept of collecting keys to open doors and flicking switches to move hatches. It's a good puzzler, but there is little variety in the game format. 79%

## GOLDEN AXE

SEGA  
In its day, a truly pioneering arcade adventure. Too easy, but the game contains loads of locations and aggressive adversaries. 57%

## GOLDEN AXE II

SEGA  
Even easier than the original. This remix contains loads of new tough creatures to eradicate and some neat story screens. Bury one if you must, but definitely not both. 55%

## GOLDEN AXE III

IMPORT  
The third in the series offers no real difference in gameplay apart from an option to choose your route at times during the quest. Let's not see a fourth release please! 58%

## GRANADA X

SEGA  
Fancy controlling a 20-tonne tank to rescue a kidnapped girl. Addictive and the top-down view adds a novel aspect to an ordinary shoot-'em-up. 61%

## GRANDSLAM TENNIS

SEGA  
Run-of-the-mill tennis game, unofficially released as Jennifer Capriati Tennis. Very plain and basic graphics with nothing exciting to offer in the way of gameplay. 55%

## GREENDOG

SEGA  
Control the hip Greendog as he ventures through the wild side. Well-animated, but far too easy. A difficulty setting would've helped. 70%

## GREY LANCER

IMPORT  
Ultra fast scrolling shoot-'em-up. Awesome soundtrack and some great gameplay. The weapon selection adds to the fun. 74%

## GRIND STORMER

IMPORT  
Blaster that's way past its prime. Fine a couple of years ago but totally out of place now. 57%

## GUNSHIP

US GOLD  
A below-average helicopter adventure that never gets off skimming the ground. Various arcade missions that lack depth and challenge. 39%

## GUNSTAR HEROES

SEGA  
The original ideas and unique gameplay add to the fun and excitement of this two-player shoot-'em-up that boasts effective and colourful backgrounds. 80%

## GYNOUNG

SEGA  
At the end of each level there are some disgusting guardians. This alone makes the gameplay fun. Gels well and is worth a look. 60%

## HARDBALL III

ACCOLADE  
Baseball games come and go, but Hardball III will keep obsessive fans happy for a very long time with its excellent graphics and great gameplay. 76%

## HARD DRIVIN'

TENGEN  
Viewed from within the car, this uses filled vector graphics to display the road etc and is, despite its flaws, a playable driving game. 68%

## HAUNTING

ELECTRONIC ARTS  
Vito and Flo have made sure their brother has a tasty death so they get their inheritance. The haunting is entertaining but with only four levels and an easy challenge the lasting interest is minimal. 64%

## HEAVY UNIT

IMPORT  
This shoot-'em-up's point of interest is that you can change the shape of your ship. It adds a tactical aspect to an average Japanese game. 58%

## HELLFIRE

IMPORT  
Weird and wacky shoot-'em-up that has a loyal following of fans who would swear by it. Great graphics and variety fail to hide its weak challenge. 59%

## HERZOG ZWEI

SEGA  
You wouldn't think this was an official release. Even so, it's a fair attempt at combining strategy with arcade action among tanks. 66%

## HIGH SEAS HAVOC

IMPORT  
A dull Sonic clone that you'll soon tire of. Some of the backgrounds and sprites might cheer you up but the challenge and gameplay is very depressing. 58%

## HIT THE ICE

IMPORT  
This arcade conversion is let down by poor gameplay. Players are too slow and awkward to direct, there's no incentive to progress. 32%

## HOOK

SONY  
If you play this you'll probably wish Peter Pan would grow-up. A very ordinary platformer adventure with awkward controls and little variety. Small, slow sprites don't help the make-believe. 54%

## HOME ALONE

SEGA  
Completely average spin-off from the hit movie. Average graphics and sound. Below average gameplay and ultimately totally boring. 42%

## HUMANS

IMPORT  
Nice little puzzle game in which humans are controlled to clear levels. Okay graphics and sound, but nothing too special. 75%

## HYPERDUNK

KONAMI  
Although lacking flair this is a solid eight-player basketball release. Nonstop action combined with a fair dose of strategy and challenge will keep you dunking for a while. 77%

## IMG INTERNATIONAL TOUR TENNIS

ELECTRONIC ARTS  
Very fiddly controls could put many players off this, but it is a very realistic simulation of the sport with 30 genuine players. 80%

## THE IMMORTAL

ELECTRONIC ARTS  
The Immortal combines brilliant visuals with tough puzzles to create a monster of a game. Above all, there are almost 20 different, gory death sequences to savour. 74%

## INDIANA JONES: LAST CRUSADE

US GOLD  
A fairly decent platformer that follows the film well, but with only five short and easy levels, there may not be enough here to please ardent games players. 62%

## INSPECTOR X

IMPORT  
This is a truly superb shoot-'em-up. While the gameplay keeps you stuck to the task like a limpet, the graphics continue to surprise and the sound just keeps that adrenaline pumping. A great blast. 82%

## INSTRUMENTS OF CHAOS

IMPORT  
One of the worst platformers you're ever likely to meet. Ought to be bull-whipped. 29%

## INTERNATIONAL SENSIBLE SOCCER

SONY  
Cut-price special version, featuring authentic teams in a World Cup tournament. Plays exactly the same as the original. 87%

## J LEAGUE PRO STRIKER

IMPORT  
Soccer is becoming big in Japan and this game coincided with the start of their new J League. A good footy sim, with everything you'd expect in a match, including a four player option. Superseded by FIFA, though. 77%

## J LEAGUE PRO STRIKER 2

IMPORT  
Very, very similar to the original with the same niggles of unintelligent player positioning and awkward controls. Not bad, though. 78%

## JAMES POND

ELECTRONIC ARTS  
This was the first MD game to be programmed solely in the UK. Unfortunately, everything is far too bland as you swim around saving the environment. The later Pond games are better. 60%

## JAMES POND II

ELECTRONIC ARTS  
Some said this was better than Sonic - one thing's for sure, it's much faster! The graphics are super slick, the gameplay challenging and, above all, it's really great fun to play. Without doubt the best of the Pond trilogy. 80%

## JAMES POND III

ELECTRONIC ARTS  
The aquatic agent returns in a new 100 level game. Excellent speed and graphics go to make a top notch pick-'em-up adventure. Not quite as good as JP II though. 78%

## JAMMIT

VIRGIN  
A different view on basketball as you jump in close-up to jam it in. Not enough moves and a one-player challenge that's incredibly easy spoils an otherwise reasonable title. 70%

## JELLY BOY

OCEAN  
A platformer with a wobbly hero who can morph into objects such as balloons and hammers. Fairly playable stuff. 74%

## JEWEL MASTER

SEGA  
Initially impressive, with some smooth parallax scrolling and a good deal of colour splashed on the screen. But just too repetitive. 51%

## JIMMY WHITE'S SNOOKER

VIRGIN  
A superb conversion of the popular computer game. You have full control over the excellent 3-D views, making playing shots very realistic. The perfect snooker simulation. 92%

## JOE MONTANA FOOTBALL

SEGA  
One of Sega's first attempts at an American football game, but not even the great Joe Montana can save it from being unplayable and totally boring. 47%

## JOE MONTANA II

SEGA  
This Sportstalk game from Sega includes some real-life running commentary. Very innovative, but it's far from making it a big hit. The side-on view is just nothing like as good as the 3-D one used by the John Madden games. 62%

## JOE MONTANA III

SEGA  
A much updated sequel which would have been considered a good alternative if it weren't for the sheer quality of EA's standard-setting Madden series. Nice try, all the same. 79%

## JOHN MADDEN FOOTBALL

ELECTRONIC ARTS  
Single-handedly started the American football following on the Mega Drive. This is real fun to play, although it's far too easy to score touchdowns. 77%

## JOHN MADDEN FOOTBALL 92

ELECTRONIC ARTS  
An update on the graphics and sounds of JM. Although it's very accurate, you only need to use a limited array of passes to get anywhere. 80%

## JOHN MADDEN FOOTBALL 93

ELECTRONIC ARTS  
Same as the others, but with updated team line-ups and Greatest Ever teams. Hardly worth buying if you already have Madden '92, but if you haven't got one, buy this. 82%

## JORDAN VS BIRD

ELECTRONIC ARTS  
Although there's a great one-on-one basketball game and two decent sub games, it suffers from the lack of a decent set of full game options. 65%

## JUNCTION

IMPORT  
Junction mixes Pipe Mania with a slide puzzle, resulting in a very challenging game. 70%

## JUNGLE BOOK

VIRGIN  
Incredibly well-animated platform adventure. Fantastic to watch. Only let down by not quite enough challenge. 80%

## JUNGLE STRIKE

ELECTRONIC ARTS  
Each of the nine campaigns has a variety of missions and scenarios that will have you totally absorbed for weeks! With so many enemies and superb gameplay, this represents an awesome leap forward from Desert Strike. 91%

## JURASSIC PARK

IMPORT  
The creatures that once lived 30 million years ago are cleverly animated to good effect in a standard platformer that boasts some great backdrops. 75%





#### LAKERS VS CELTICS

ELECTRONIC ARTS

This was one of the first EA sports games to fully utilise the EASN playing characteristics. It looks good and plays well enough. 70%

#### THE LAWMOWER MAN

TIME WARNER

A multitude of gaming ideas are rolled into one for this belated licence of the virtual reality movie, with 3-D flying, platform shoot-'em-up and puzzle stages. Not bad. 74%

#### LEMMINGS

SEGA

The classic puzzle game is well converted to the MD. Take control of numerous amounts of assorted Lemmings and keep their population alive. Super-addictive brain-bending fun with wicked tunes for every level. 88%

#### LEMMINGS 2

PSYGNOSIS

Superb sequel that's even more addictive than its predecessor. The Lemmings now have nearly 50 different skills to use in 120 brain-bending stages. You'll be completely hooked. 91%

#### LETHAL ENFORCERS

KONAMI

A light-gun game of stunning simplicity as you blast the bad guys away. Mindless – but not gutless – shooting fun, this is probably the ultimate stress-reducing experience. 78%

#### LETHAL ENFORCERS II

KONAMI

This excellent sequel takes us back to the Wild West for a good old-fashioned shoot-out with bandits and Indians, using a Justifier light gun or joypad. Packed with humour and playability. 85%

#### THE LION KING

VIRGIN

Another brilliant Disney licence does justice to the blockbuster movie. Like Aladdin it's a standard platform game, but a very polished and playable one. 90%

#### LOST VIKINGS

VIRGIN

A puzzling platformer in which you control three characters (up to two at once). It just fails to be all-round brilliant as the control method is unsatisfactory. Can get frustrating at times. 82%

#### LOTUS II: THE ULTIMATE CHALLENGE

ELECTRONIC ARTS

A racing game where the main difficulty is under-responsive controls. Still, bombing through desert, wind and rain is really quite fun. Super fast Turbo Zones are good too. 68%

#### LOTUS TURBO CHALLENGE

ELECTRONIC ARTS

Very nearly the ultimate car racing game. A blinding realism of speed and fantastic graphics give the required edge over many other racers. 79%

#### MI ABRAMS BATTLE TANK

SEGA

If you like tanks then this could tickle your fancy. The graphics are impressive and the sound functional, but the real delight is in controlling the massive chunk of metal. 76%

#### MADDEN '94

ELECTRONIC ARTS

The series continues with this stormer of a simulation! More detailed sprites, a better view of the action and just as much strategy and gameplay improve on all previous attempts. 89%

#### MADDEN '95

ELECTRONIC ARTS

This marginally improves on its predecessor with full player stats, substitutions and injuries, plus updated NFL rules. 90%

#### MARBLE MADNESS

ELECTRONIC ARTS

If you were a fan of the coin-op, you'll love this. It's an exact replica; the only difference being lack of track-ball and challenging levels. Still, very playable and enjoyable. 72%

#### MARIO LEMIEUX HOCKEY

SEGA

Despite the Sega hype, this failed to impress. Viewing the match from the side fails dismally, making it very hard to work out moves and NHLPA Hockey runs all over it. 59%

#### MARKO'S MAGIC FOOTBALL

DOMARK

Great animation in this platformer with a footy to help you past obstacles and baddies. Could get repetitive though. 79%

#### MASTER OF WEAPON

IMPORT

This vertically scrolling shoot-'em-up is playable enough and scrolls plenty fast for most people, but you'll complete it too soon. 60%

#### MAZIN WARS

SEGA

A great combination of beat-'em-up and shoot-'em-up action. Lots of enemies, some lovely graphics and engrossing gameplay. 73%

#### MCDONALD'S TREASURELAND

ADVENTURE

SEGA

A colourful and innovative scroller that sees you piloting Ronald to the treasure (not the till). Fun and frolics in his own fantasy world. 74%

#### MEAN BEAN MACHINE

SEGA

Originally reviewed as Jap import Puyo Puyo Sega gave this puzzle game a Robotnik flavour but didn't touch its addictive qualities. One of the best two-player games around. 90%

#### MEGA BOMBERMAN

SEGA

Plug in your Sega Tap and bomb your friends in one of the best multiplayer games ever. Incredibly competitive, addictive stuff. 90%

#### MEGA LO MANIA

VIRGIN

Ever wanted to be God? Now is your chance. An absolutely brilliant game which includes stunning gameplay and it's all very challenging. Not a moment too soon, either. 88%

#### MEGAPANEL

IMPORT

Tetris, but fresher and better presented than the old Russian puzzler. There are some great graphics and varied gameplay, making it an incredibly addictive game. 80%

#### MEGA SWIV

SONY

It may look dated, but this vertically scrolling blaster is still very playable, particularly with two players – controlling a chopper and a jeep. 79%

#### MEGA TURRICAN

IMPORT

A classic shoot-'em-up that still has most of the right stuff to make a good game. Looks tired but still good for a blast. 70%

#### MERCS

SEGA

Identical to the arcade, this boasts stunning graphics and beefy sounds, but it should be too easy for most players. 68%

#### MICKY MANIA

SONY

Slick platformer with Mickey revisiting seven of his classic cartoons – all portrayed in authentic period style. Another Disney treat. 87%

#### MICRO MACHINES

CODEMASTERS

The definitive in stupidity, but it works well. Race your miniature car around the breakfast table or on little Timmy's bedroom floor. All-action raciness in a class of its own. There's nothing else just quite like it. 90%

#### MICRO MACHINES 2

CODEMASTERS

An astoundingly addictive sequel with new vehicles and twice as many courses to race around. The J-cart means four-player (or eight sharing joypads) fun without an adaptor. 94%

#### MIG-29 FIGHTER PILOT

DOMARK

A challenging and exciting flight sim that takes you through five tough missions. Great polygon graphics and relentless cockpit drama. 80%

#### MIGHT & MAGIC

ELECTRONIC ARTS

Ground-breaking and hugely popular RPG which grows on you the more you play it. Loads of characters to interact with and tons of items to examine and use. 79%

#### MIGHTY MAX

SONY

Even the split-screen two-player mode is dull in this laborious platform game with very samey levels. 58%

#### MIKE DITKA FOOTBALL

BALLISTIC

The graphics are poor, but the game is addictive. Mike Ditka doesn't have the charisma of John Madden, but his comments make more sense. 73%

#### MOONWALKER

SEGA

A fairy tale adventure where you have to save captured children. The graphics and animation are top-notch, but it will be completed quickly. 68%

#### MORTAL KOMBAT

ACCLAIM

A one-on-one beat-'em-up that's almost a perfect conversion of the classic arcade original. The life-like graphics and superb animation make for exciting, gory fights. 87%

#### MORTAL KOMBAT II

ACCLAIM

The eagerly awaited sequel exceeds all expectations with more gore and new characters. Great graphics and a host of special moves make this the champion of beat-'em-ups. 97%

#### MR NUTZ

OCEAN

Not as graphically impressive as on the SNES, but you'll go nuts about the addictive and challenging platform action. 88%

#### MUHAMMAD ALI'S BOXING

VIRGIN

There are ten boxers you must beat before becoming the number one rank. Each boxer is superbly animated and the ringside atmosphere is terrific. Even if you're not a boxing fan, this is a real knockout. 78%

#### MUTANT LEAGUE FOOTBALL

ELECTRONIC ARTS

A great idea that is let down by the lack of depth that made the John Madden series a timeless classic. If you found John Madden too deep, then try this for more fun. 70%

#### MUTANT LEAGUE HOCKEY

ELECTRONIC ARTS

An attempt to pump up the comedy as players explode, get chainsaw-ed or vanish down holes in the ice. Funny or sick, it's up to you – but the gameplay is still shallow overall. 73%

#### NBA ALL STAR CHALLENGE

IMPORT

The lack of a full-game tournament option lets it down, but there's still lots of challenge in competing against the CPU or a second human player. 65%

#### NBA JAM

ACCLAIM

The most addictive basketball title yet. Pick it up and you'll be hooked for hours on end. Although full of sparkling moves and set-pieces it's sheer playability that makes it a winner. 91%

#### NBA LIVE '95

ELECTRONIC ARTS

An updated and improved version of the earlier NBA Showdown with better playability. Not as much instant fun as NBA Jam but the full NBA season should please basketball fans. 83%

#### NBA SHOWDOWN

ELECTRONIC ARTS

At the more strategic end of the basketball spectrum this suffers from a slight lack of polish. Plenty of options and a tough league will make this appeal to hardened basketball fans. 78%

#### NEWMAN HAAS INDCAR RACING

ACCLAIM

Nigel Mansell stars in this mediocre simulation that omits the Indy 500! The racing is simplistic with a lack of proper crashes. 60%

#### NFL QUARTERBACK CLUB

ACCLAIM

Really two games in one with a multi-even quarterback challenge and standard gridiron sim. Mediocre, though. 63%

#### NHLPA HOCKEY '93

ELECTRONIC ARTS

A great ice-hockey simulation. Similar to the original, EA Hockey, but lots more stats and real players, each with their own characteristics. Because of stats, better than the original in one-player mode, but slower and tougher. 85%

#### NHL HOCKEY '94

ELECTRONIC ARTS

In contrast to NHLPA '93, this has 72 different types of organ music with a great atmosphere and fast, furious gameplay. However, due to the lack of fights and difficulty in scoring, this rates lower than NHLPA '93. 75%

#### NHL '95

ELECTRONIC ARTS

The best of the NHL series with some new shots, a redesigned rink and, best of all, a full championship season. 87%

#### NIGEL MANSELL'S WORLD CHAMPIONSHIP

IMPORT

Our Nige stars in an only average racing game. The lack of a two-player mode really stings this on the starting grid before it has a chance to catch up. 55%

#### NORMY

ELECTRONIC ARTS

A disappointingly normal platformer with only a few wacky sprites, jokes and bizarre situations to save the day. 60%

#### OLYMPIC GOLD

US GOLD

The MD is short of this kind of sporting compilation, but Olympic Gold more than manages to fill the gap that has been created. Best played with a crowd of players. 71%

#### THE OTTIFANTS

SEGA

Cute graphics as Baby Bruno tries to find his dad and ends up in his own daydream. Slick throughout and good platform entertainment. 78%

#### OUTLANDER

IMPORT

A drive'n'blast game that will please anyone who fancies themselves as a Mad Max clone, but more of the same really! 55%

#### OUT RUN

SEGA

This still has a basic undefinable draw. Perhaps it's the joy in burning up other road-users. Sadly, it slows down when too much gets on screen. 61%

#### OUTRUNNERS

IMPORT

Ace in the arcades – this is a good looking conversion with lots of tracks but it's just far too simple to control. 73%

#### PAC-MANIA

DOMARK

3-D Pac-Man is a rather pleasant outing. The graphics are excellent, making it a joy to play. 70%

#### THE PAGEMASTER

SEGA

Licence of the animated movie with an interesting story line and some nice visuals. The platform action is predictable, though. 74%

#### PAPERBOY

DOMARK

A fine conversion firmly entrenched in people's hearts. Lots of new streets and even more hazards to circumnavigate. It still lacks a two-player versus mode. 55%

#### PAPERBOY 2

DOMARK

Another fine conversion, but still no two-player vs mode. If you are a fan of Paperboy, then this is more of the same, with little else added. 60%

#### PEBBLE BEACH GOLFLINKS

IMPORT

Just because this begins with the same letter as PGA doesn't mean it's a patch on it. Bad controls and only one course (!) will have you running straight to the clubhouse. 50%

#### PELE

ACCOLADE

Inferior soccer sim from the Accolade stable. Bad controls and poor graphics will frustrate and annoy most players. Leave it at the bench. 56%

#### PETE SAMPRAS TENNIS

CODEMASTERS

Wonderful tennis game. The depth of gameplay is a joy as there are always new shots to learn. It's even got four-player built-in! 90%

#### PGA TOUR GOLF

ELECTRONIC ARTS

Slightly better than Arnold Palmer due to its much greater realism (you will even get the occasional bird twerling in the trees) and improved graphics. 85%

#### PGA TOUR GOLF II

ELECTRONIC ARTS

A successful follow-up to one of the best golfing games ever. New courses and a bigger challenge, but it is very similar to the original. 88%

#### PGA EUROPEAN TOUR GOLF

ELECTRONIC ARTS

Still the same PGA formula but the European players and courses lend this a much more interesting flavour. Better, but perhaps not worth it if you already own a PGA title. 89%

#### PGA TOUR GOLF III

ELECTRONIC ARTS

Yet another update of the classic golf game with four new courses (and four oldies) to play. Apart from some improved presentation it isn't very different from its predecessors. 89%

#### PHANTASY SOLDIER 3

IMPORT

As the majority of gamers won't have heard of this game, if you see it, buy it! A top quality platform adventure with excellent graphics and even better gameplay. 80%

#### PHANTASY STAR II

SEGA

First of the mammoth RPG series. It's fairly easy to get into which is encouraging. Old-hands may find it too easy, though. 60%

#### PHANTASY STAR III

SEGA

Now this is more like it – ten quid cheaper than the original! The progress shows with improved graphics, but the sound is still very weak and it's still very pricey for what you get. 70%

#### PIRATES GOLD

MICROPROSE

Substandard adventure yarn that lacks depth and tastability. There's just not enough here to hold your attention. 60%

#### PIRATES OF DARK WATER

SUNSOFT

Dire platform hack-'em-up with predictable levels, laborious baddie slashing and naff graphics. Despite a choice of characters, this looks incredibly dated. 42%

#### PITFALL: THE MAYAN ADVENTURE

ACTIVISION

One of the very first console platformers is completely revamped for the Nineties. Classic gameplay is enhanced by some superb animation and a great soundtrack. 89%

#### PIT-FIGHTER

DOMARK

Improved digitised graphics, gut wrenching sound and the lasting appeal of battering your opponents to death. Old, but still a fun beat-'em-up to play. 76%

#### POWER CHALLENGE

ACCOLADE

Reverse angle replays, well drawn fairways and a realistic sense of depth and control are the main features of this average golf sim. 62%

#### POWERDRIVE

US GOLD

A rally-driving sim with some very playable overhead racing on 48 different courses. Most of the time you're racing against the clock, so it's best played with a group of friends. 90%

#### POWERMONGER

ELECTRONIC ARTS

A massive land-conquering mission. Unfortunately, graphics and sound let it down and lasting appeal is seriously affected. 65%

#### PREDATOR 2

FLYING EDGE

Futuristic street violence bash-'em-up. Seven stages with three skill levels and plenty of hostage rescuing to be done. It is relatively difficult and will keep you going for a while. 70%

#### PRINCE OF PERSIA

DOMARK

It took ages to get to the MD but this has to be one of the toughest platform games ever! Only those with limitless patience and precision joystick handling need apply. 76%

#### PROBODECTOR

KONAMI

Conversion of the classic SNES shoot-'em-up, featuring some truly stunning big guardians. It's far too hard for its own good, though. 74%

#### PRO MOVES SOCCER

IMPORT

Completely lacking subtlety and finesse this American version of football is almost unplayable. You'll wish it's all over immediately. 28%

#### PSYCHO PINBALL

CODEMASTERS

Superb pinball sim with four great tables, each containing bonuses and features galore to find. Brilliantly presented, the pinball action is fast, furious and totally addictive. 92%

#### PULSEMAN

IMPORT

A very playable platformer with a truly electrifying hero. Sparkling graphics and wicked sound FX give this a unique wacky atmosphere. Never a dull moment. 81%

#### QUACKSHOT

SEGA

You could be forgiven for thinking you were watching a Disney cartoon on TV – that's how cool the animation is. Still a great game. 86%

#### RACE DRIVEN

TENGEN

This sequel to the arcade driving simulation offers new circuits including a built-in circuit design programme. The content has improved but the ideas remain the same. 63%



## SHADOW OF THE BEAST II

### ELECTRONIC ARTS

The long awaited follow-up. Teasing puzzles combine with atmospheric music and mystical graphics but all in an antique style. 70%

### SHINOBI III

#### SEGA

Using mystical powers in a Ninja world that's futuristic and modern, this is an adventurous platformer with plenty of pick-ups and ninja magic. 80%

### SHINING IN THE DARKNESS

#### SEGA

Set a standard which the Mega-CD would have been hard-pressed to follow. One look at the graphics and you know it's something special. Very challenging, smart-looking and addictive. 80%

### SHINING FORCE

#### SEGA

Still one of the best RPGs available on the MD. Fantastic graphics combined with brain-teasingly difficult puzzles and fun combat scenes. 85%

### SHINING FORCE II

#### SEGA

Even better than the original, this is a must for RPG fans. Plenty of interaction and some great battle sequences. 88%

### SIDE POCKET

#### SEGA

Reasonably uneventful pool simulation with a few sexy women to boost its sales. The tables are dull, but a few trick games and extra options live the proceedings. 64%

### SKELETON KREW

#### CORE DESIGN

This excellent shoot-'em-up has you controlling three commandos around isometric levels packed with baddies. Top-notch graphics and playability. 91%

### SKITCHIN'

#### ELECTRONIC ARTS

An action-packed race game along the lines of Road Rash - only on skateboard. Fast moving and frantic, only the lack of invention on later levels lets this down. 79%

### THE SMURFS

#### INFOGRAMES

A standard platformer starring the helium-voiced blue cartoon stars. Fairly playable, but nothing particularly original. 74%

### SNAKE, RATTLE AND ROLL

#### SEGA

A blast from the past really in the way you have to gobble up objects as a snake whilst avoiding the footmen. Dated, but fairly addictive. 78%

### SOLEIL

#### SEGA

Excellent arcade adventure with plenty of hack-'em-up action. Weird and amusing as you collect talking animals with various special powers. There's even a bonus race game. 88%

### SONIC & KNUCKLES

#### SEGA

Play as Sonic or Knuckles the echidna in another top-notch platformer. Has unique backwards compatibility, letting you plug in old Sonic carts. 90%

### SONIC THE HEDGEHOG

#### SEGA

Sega's superhonic hero's first outing is just what everyone says it is, purely brilliant. Unfortunately it doesn't have much depth and the game is easily completed. Has to be experienced. 80%

### SONIC THE HEDGEHOG 2

#### SEGA

The best game of 1992. Few faults in this brilliant release. Hyper-speed platform adventuring at its best. Everyone should play it! 91%

### SONIC THE HEDGEHOG 3

#### SEGA

Die-hard fans will love it but everyone else may feel the Sonic style is getting rather tired. Still, it's full of excellent graphics and animation even if it'll only last a day or two. 86%

### SONIC SPINBALL

#### SEGA

Sonic goes pinball crazy zapping through warps and crashing through gates. Some nice unexpected touches although only four levels might damage its latability. 76%

### SPACE HARRIER II

#### SEGA

The poor sound, appalling collision detection and awkward playing view may prove too much for most ardent fans. This only ever really worked in the arcade. 52%

### SPARKSTER

#### KONAMI

Sequel to Rocket Knight Adventures which features equally addictive platform action. Great presentation and lots of original features make this an unmissable game for the collection. 86%

### SPEEDBALL II

#### VIRGIN

Techno-rugby for the insane. Pitch and players are both graphically superb, giving a great futuristic feel. Grunts and groans are also pretty wicked. Play against a friend or the CPU, but play it! 88%

### SPIDER-MAN

#### SEGA

All the bad guys are here along with some excellent story-telling screens. Dodgy collision detection makes for frustrating gameplay. 65%

### SPIDER-MAN AND THE X-MEN

#### FLYING EDGE

A fun platform adventure with a lot of variety. The style may be a little dated, but this should still appeal to Marvel hero fans. 77%

### SPLATTERHOUSE 2

#### NAMCO

Chainsaw machismo at its fiercest. Eight stages of blood-thirsty and totally tasteless graphics, combined with equally sadistic music. 76%

### SPORTS TALK BASKETBALL

#### SEGA

It may be old, but this isn't bad. Graphically excellent and good fun to play. Very hard to beat the computer opponent. 68%

### S.S. LUCIFER

#### CODEMASTERS

An addictive Lemmings-style puzzler where you save drowning passengers in a sinking ship. Despite primitive graphics it's fun while it lasts - but maybe a bit too easy. 69%

## STAR CRUISER

### IMPORT

Completely unplayable due to Japanese text. Try it out if you must, but interest could soon wane. 35%

### STARLIGHT

#### ELECTRONIC ARTS

Deep space mining is the name of this game. Plenty of combat, but also plenty of strategy. Beware of repetition, though. 76%

### STAR TREK: TNG

#### IMPORT

Jean Luc never looked so stiff (OK, he did). Tedious Trekkie yarn with pathetic action and little to tease your brain. 52%

### STEEL EMPIRE

#### ACCLAIM

A horizontal shoot-'em-up with huge sprites that seem innovative, but exterminating wave after wave of them becomes monotonous. 40%

### STEEL TALONS

#### DOMARK

The Mega Drive hasn't been utilised to its full potential here and fails to impress as much as the old arcade game. This is chopper combat at a much lower level. 54%

### STORMLORD

#### IMPORT

A cutesy adventure game with intriguing, but not difficult, puzzles. Instantly likeable, but too hard, making it repetitive and quite boring. 63%

### THE STORY OF THOR

#### SEGA

Corking arcade adventure with the emphasis on swashbuckling combat and finding magic spirits to help you. Stunning graphics and gameplay. 90%

### STREET FIGHTER II

#### SEGA

The first ever 24Mbit cart is used to maximum effect to produce a superb conversion of an all-time classic arcade game. When first out, the graphics were astoundingly superior and gameplay is still super-fas today. 90%

### STREETS OF RAGE

#### SEGA

This was widely accepted as the most gruesome beat-'em-up when it was first released, but it penultimately lacks real challenge. Moves are wide-ranging and the sound FX and tunes quite awesome, but it could all be over on your very first go. 73%

### STREETS OF RAGE II

#### SEGA

A good beat-'em-till-they-bleed offering. The massive 16Mbit cart has been used to its full potential. Teamplay and versus modes make the overall game something to relish, if that's what you like. 80%

### STREETS OF RAGE III

#### SEGA

Some claim it's a real improvement on what's gone before, others reckon it's just a re-hash. Fans will love it while we'll complain the gameplay's too similar. Take your pick. 82%

### STRIDER

#### SEGA

All stages, bar the last, are easily completed. The graphics on some will have you awe-struck, but too many sprites on screen causes the dreaded slow-down syndrome. 68%

### STRIDER II

#### US GOLD

This action-packed platformer follows the tradition of the original, although it's been totally revamped for a more modern feel. Unfortunately, there are no pass-words, so it's going to take a fair while before you finish it. 74%

### STRIKER

#### SEGA

This conversion of the popular computer game is effectively a souped-up update of Sega's earlier Ultimate Soccer. The action is end-to-end stuff with lots of goals and a choice of three pitch views. 84%

### SUB TERRANIA

#### SEGA

Time to dust off those Thrust-ers and go spinning around in an underground shoot-'em-up. Great fun with lots of power-ups, obstacles and slimy nasties to evade. 85%

### SUMMER CHALLENGE

#### ACCOLADE

Budding athletes are given eight different summer time sports. The sprites are well animated and very realistic, but unfortunately, events are too short. Gameplay is also a little dated to say the least. 50%

### SUMO

#### IMPORT

Although all in all this isn't a well-rounded game you might still find this Japanese wrestling art strangely fascinating. 59%

### SUNSET RIDERS

#### KONAMI

Authentic cowboy and Indian action is similar to the coin-op, but with less-detailed graphics. One of the best platform shooters around, this shouldn't be ignored! 83%

### SUPER AIRWOLF

#### IMPORT

Also known as Crossfire, this shoot-'em-up certainly packs a punch. Very fast gameplay and superb graphics makes it a winner, but it ultimately lacks variation. 53%

### SUPER BASEBALL 2020

#### ELECTRONIC ARTS

Robots and human are mixed in a futuristic version of the standard American game. Steel balls and tough armour make this a typically lethal and worthwhile release despite being overpriced. 79%

### SUPER BATTLESHIP

#### IMPORT

An attempt to put a spin on this ancient game of hit and miss. Tries to bring a bit of battling to the sailing about. Goes down with all hands. 26%

### SUPER FANTASY ZONE

#### SEGA

Small sprites with extras including power-ups and big guardians. Corking good fun for quite a few hours, but after that your eyes may become weary. 57%

### SUPER HANG-ON

#### SEGA

Super smooth scrolling at a mind-numbing pace ensures you'll get the thrill of motor biking every time you play this. The exhilarating feel of racing is perfectly captured. 72%

## SUPER HIGH IMPACT

### IMPORT

A choice of 18 teams should give American football fans some interest. Good animation, but unfortunately there's a lack of challenge due to the omission of a league. 60%

### SUPER HYDLIDE

#### SEGA

Some RPGs just don't have what it takes to attract. In this, there just isn't enough to do; not enough people and very few locations. 47%

### SUPER KICK OFF

#### US GOLD

May have been the best in its day, but although the scrolling is flawless, it is hard to control players' actions. Worth a look, though. 68%

### SUPER LEAGUE BASEBALL

#### SEGA

Baseball is an essentially repetitive game. To stave off the boredom, there has to be loads of features and this version should offer enough of these to keep you interested. One of the better attempts at simulating the sport. 71%

### SUPERMAN

#### VIRGIN

Different to the import version, although it still doesn't quite hit the mark. Battle your way through five levels of traditional platform gameplay and watch out for the fiddy controls. 69%

### SUPER MILITARY

#### IMPORT

This looks like a great little war game. There are loads of super statics that really build up the tension and set the scene for a very challenging military confrontation. 77%

### SUPER MONACO GP

#### SEGA

Lacks just one thing: a two-player mode. Everything else is here, especially the gameplay which makes you feel as if you're racing around the top GP circuits. Still a good racer. 74%

### SUPER MONACO GRAND PRIX II

#### SEGA

An absolutely rubbish racing simulator. Pretty graphics and all that, but useless gameplay and a virtually nonexistent difficulty level. 31%

### SUPER OFF ROAD

#### BALLISTIC

A brilliant conversion of the original bringing all the sights and sounds of 4x4 truck racing to the MD. One and two-player games are similarly addictive. 80%

### SUPER REAL BASKETBALL

#### SEGA

The beautiful close-ups make this enjoyable to play. There are a few other neat effects that make this stand out from the crowd. 72%

### SUPER SMASH TV

#### ACCLAIM

Highly acclaimed arcade game that is very tough, but successful controls and a sprite filled screen make it awesome. 75%

### SUPER THUNDER BLADE

#### SEGA

A shoot-'em-up that's claim to fame is the two views (from behind the chopper and from above). All it does is confuse the gameplay. 63%

### SUPER VOLLEYBALL

#### IMPORT

Taking a side-on view and scrolling the court across the screen, this is a very innovative interpretation, but you'd really have to want to play the sport to enjoy this. 74%

### SUPER WRESTLEMANIA

#### FLYING EDGE

Addictive two-player action in the original WWF simulation. Wickedly detailed sprites and a barrel-full of special effects. 70%

### SWORD OF SODAN

#### ELECTRONIC ARTS

Unbearably sluggish gameplay is a pity because the massive sprites that cause it are excellent. It's very difficult to get into and harder to like. 33%

### SWORD OF VERMILION

#### SEGA

If you like your RPGs massive and incredibly tough, then this is just the ticket. If not, you can admire the ground-breaking graphics. 74%

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## TECHNOCLASH

### ELECTRONIC ARTS

This is a challenging RPG shoot-'em-up with a mountain of options. Only once you get into the game, do you appreciate the appealing and addictive gameplay. 80%

### TEENAGE MUTANT NINJA TURTLES

#### KONAMI

A superb beat-'em-up in the SOR style. Bright backdrops and large colourful Turtles. A superb two-player game, but possibly too short. 78%

### TEL TEL BASEBALL

#### IMPORT

Everything is controlled by menus, there's an option to play over modem and because the play-offs tend to go on a bit, there's battery backup. 52%

### THE HULK

#### US GOLD

Old-fashioned platform designs and the repetitive punching gets a bit laborious. 69%

### THE TERMINATOR

#### VIRGIN

This terrific film licence exceeded all expectations and was a real surprise. Packed with stills from the movie and stages directly linked, arcade blaster fans will enjoy it. 79%

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# SEGA PRO PROFILE

## WHERE IN TIME IS CARMEN SANDIEGO?

**ELECTRONIC ARTS**  
You must, yet again, get on the trail of Carmen Sandiego and capture her using your trusty Desk Encyclopedia. A more successful attempt than the previous outing, but it's still very lacking in entertainment. 60%

## WIMBLEDON

**SEGA**  
Get into a competitive spirit with a four-player Tap and a worthwhile tennis package. An average tennis sim with the Tap giving it the edge over many other tennis releases. 74%

## WINTER CHALLENGE

**BALLISTIC**  
Eight different events make up this snow-laden epic, but it fails to convey the realism in most events and soon becomes tedious. Still, there's nothing else quite like it. 66%

## WIZ 'N' LIZ

**IMPORT**  
I Fantasy typcast game, with addition of mixing spells and rescuing rabbits. The sub-games aren't up to much but you'll enjoy the two-player for a bit. 74%

## WOLVERINE: ADAMANTIUM RAGE

**ACCLAIM**  
The Marvel Comics superhero is well portrayed with some nice animated moves. But the tricky platform beat-'em-up action is a bit laborious and can get annoying. 74%

## WONDER BOY III

**SEGA**  
The two-player game is good fun and very interactive, but the levels are so repetitive. Recommended for two players only, so people without any friends should try elsewhere! 67%

## WONDER BOY IV

**SEGA**  
More fun than the original, or any other for that matter, but it's still too tedious to be an all-time classic. The graphics are impressive, but they fail to make this a great game. 70%

## WONDER BOY V

**SEGA**  
The fifth, and most probably last, game in the series. Maybe they are trying to compete with the Friday the 13th series. Sadly, if you've played one, then you've played them all. 70%

## WORLD CLASS LEADERBOARD

**US GOLD**  
Complete with the speech samples, this old computer classic finally arrived on the big Sega. Sadly, it fails to capture the realism of its main competitor, PGA Tour Golf. 67%

## WORLD CUP ITALIA '90

**SEGA**  
This suffers from the same limited moves of Tecmo World Cup '92. Still, it was a brave attempt at the time and should be applauded for trying at least. 59%

## WORLD CUP USA '94

**US GOLD**  
You get lots of options in this comprehensive footy sim. Unfortunately, annoying quirks in the gameplay boot this below FIFA standard. 77%

## WORLD HEROES

**IMPORT**  
A terrible conversion of the SNK coin-op featuring dire one-on-one combat action. Very limited and far too easy. 30%

## WORLD OF ILLUSION

**SEGA**  
The wonderful world of Disney appears on the MD. This fantastic display of enchanting graphics and addictive gameplay should keep both young and old compelled. 88%

## WRESTLE WAR

**SEGA**  
Getting the moves is so infuriating that you'll be wrestling more with the joystick than with the actual game! 56%

## WWF ROYAL RUMBLE

**ACCLAIM**  
Disappointing wrestling sim. Not enough characterisation and moves that are rather unsatisfying. Still, if you like the WWF wrestlers you'll enjoy them flexing their sprites! 68%

## X-MEN

**SEGA**  
A conversion of the X-Men arcade would've made a much better game, but this is okay as long as you like killing things and nothing else! 70%

## YOGI BEAR

**GAMETEK**  
Mediocre platformer starring the smarter-than-average cartoon bear. The gameplay is dull and far too easy. 43%

## ZERO TOLERANCE

**ACCOLADE**  
Doom-styled 3-D maze shoot-'em-up that has surprises lurking around every corner. Lots of weapons and a huge complex to explore - plus cable-link two-player option. 84%

## ZOO

**ELECTRONIC ARTS**  
This Amiga classic has been converted to console and continues to express a bizarre world with hundreds of hidden bonuses and a lot of interactive fun. However, the levels aren't as big or challenging. 71%

## ZOMBIES

**KONAMI**  
I The arcade adventure that'll frighten the living dead out of you! Amazingly addictive gameplay and a huge playing area make this one for your collection. 85%



## AFTER BURNER III

**IMPORT**  
Never in the history of games has there been a shoot-'em-up as static and boring as this one. Nice images that move at a horrendously slow and awkward update. Don't buy it. 5%

## BATMAN RETURNS

**SEGA**  
Worth buying for the driving scenes alone, as they're the most realistic seen on the CD. A brilliant adventure, slightly spoiled by the bland platform sections and impossible difficulty level. 78%

## BC RACERS

**CORE DESIGN**  
The main downside to this wacky caveman racer is the lack of a split-screen two-player mode. Otherwise it's pretty playable stuff with great scaled cartoon graphics. 80%

## BILL WALSH COLLEGE FOOTBALL

**ELECTRONIC ARTS**  
A pretty straight conversion from cart makes this a very playable American Football game. The CD version only adds that extra bit of FMV coaching. 85%

## BRUTAL

**GAMETEK**  
Strange beat-'em-up with cuddly animal characters. Despite some innovative features, such as being taught how to perform special moves, the gameplay is only mediocre. 62%

## CHUCK ROCK

**SONY**  
Not much different from the Mega Drive version. Similar graphics but nicer intro sequence and better sound. Still playable but doesn't use the machine's capabilities. 70%

## CHUCK ROCK II: SON OF CHUCK

**IMPORT**  
The same old platform style is relieved by some polished graphics and difficult levels. The best thing is the terrific cartoon intro. 77%

## CORPSE KILLER

**DIGITAL PICTURES**  
Shooting countless zombies in this FMV offering gets very tedious, while the game's tactical aspect is pretty shallow. 59%

## DARK WIZARD

**IMPORT**  
Bizarrefantasy RPG set in the 'Magical Kingdom' of Cheshire. Fight off unconvincing sprites and even worse accents. 70%

## DOUBLE SWITCH

**IMPORT**  
Very Night-Trap-ish FMV game that adds a few twists of its own. The challenge and constant switching around gets tedious after a while. 74%

## DRACULA

**SONY**  
The blood-sucking Count gets resurrected this time to star in a formulaic scrolling beat-'em-up. No change of style or gameplay will bore you to undeath. 59%

## DRACULA UNLEASHED

**IMPORT**  
This time you have to foil the Count in an FMV adventure. Collect clues, solve the mystery and marvel at the terrible cockney accents. Bloody good fun. 78%

## DUNE CD

**VIRGIN**  
A great CD release featuring a space-age interactive adventure on a desert planet. It's a futuristic quest with plenty of strategy and some novel and well-constructed sci-fi ideas. 91%

## DUNGEON MASTER II

**JVC**  
Old-hat RPG with very little character interaction as you explore 3-D dungeons. Very dull with slow disc access. 43%

## EYE OF THE BEHOLDER

**IMPORT**  
Dire official Advanced Dungeons & Dragons game where you explore 3-D mazes, fighting monsters. This computer conversion lacks interaction and looks extremely dated. 18%

## FINAL FIGHT CD

**SEGA**  
Seven massive levels of brutal mind-blowing graphics and sound. Definitely one for arcade junkies, this is the best coin-op conversion that's hit any machine as it's so true to the original. 90%

## FORMULA ONE WORLD CHAMPIONSHIP

**SEGA**  
Known as Heavenly Symphony on import, this authentic F1 simulation is the only decent racing sim on the Mega-CD. 87%

## GROUND ZERO, TEXAS

**SONY**  
One of the most absorbing and original FMV games to date. The usual camera switching is combined with vicious Lethal Enforcers style shoot-'em-up and some passable (very Fifties) character acting. 89%

## HEART OF THE ALIEN

**VIRGIN**  
Terrific arcade adventure with superb animation and sound as you explore an alien planet. The sequel to Another World, it also includes the original on the same disc! Great playability and a massive challenge. 90%

## HEIMDALL

**JVC**  
Even non-adventure fans should enjoy this excellent Viking RPG, thanks to a friendly control system and some attractive Landstalker-style isometric graphics. A top-notch CD soundtrack adds to the excellent atmosphere. 88%

## JURASSIC PARK

**IMPORT**  
Another step on the FMV ladder with all-round rendered graphics QSound and tons of puzzles to solve. Guaranteed to give you goose-bumps as the dinos advance! 87%

## THE LAWMOWER MAN

**TIME WARNER**  
A belated conversion of the movie which takes you into virtual reality via ten very varied arcade and puzzle sections. With some superb rendered graphics and sound, it's fun to play - if it's simplistic. 86%

## LETHAL ENFORCERS II

**KONAMI**  
An enhanced CD version of the excellent shoot-out sequel, played with light gun or joystick. As well as better speech and music, the action is slightly faster and more challenging. 87%

## LUNAR: THE SILVER STAR

**IMPORT**  
A brilliant RPG that will transport you to a fantastic anime world. Loads of townspeople to talk to, very slick presentation and a good plot - its only imperfections are the weak combat sequences. 90%

## MAD DOG MCCREE

**IMPORT**  
A fun FMV trip through the Wild West. Shoot the bad guys, miss the good guys and don't get bushwhacked. Quite good to play although the graphics are woefully blocky. 70%

## MEGA RACE

**MINDSCAPE**  
Some entertaining FMV presentation can't disguise the very basic gameplay in this futuristic TV gameshow racer. 66%

## MICKEY MANIA

**SONY**  
Another 'enhanced CD version of the cartridge', this looks and plays remarkably similar, with only improved music and extra speech. Still a great platform game, though. 85%

## MONKEY ISLAND

**LUCAS ARTS**  
The old point 'n' click Amiga adventure game gets onto CD and loses all sense of playability on the way. Disc access is excruciatingly slow. Yawn. 61%

## MORTAL KOMBAT

**ACCLAIM**  
The Mega-CD version has been well enhanced with extra graphics and sound, making this probably the most arcade-perfect conversion on any console format - apart from the CD delays. 86%

## MYSTERY MANSION

**SEGA**  
A rendered adventure along Jurassic Park lines. The problem is that it's confined to a small area and solving the mystery won't keep you busy for long. 57%

## NBA JAM

**ACCLAIM**  
The belated CD conversion of the classic basketball sim features few extra frills. However, it retains the same excellent playability of the cart, particularly with four players. 86%

## NFL'S GREATEST: SAN FRANCISCO VS DALLAS

**IMPORT**  
A real FMV turkey. Supposedly you've got the chance to re-live some classic NFL confrontations, instead you just flick through grainy repetitive sequences. 28%

## NHL HOCKEY

**ELECTRONIC ARTS**  
Another more-or-less unchanged arrival from cart with FMV trimmings and beefed-up sound. Essentially a good ice hockey sim but the power of the CD seems to have been wasted. 82%

## NIGHT TRAP

**SEGA**  
One of the first CD games to use full motion video, although highlighting the usual display limitations of the Mega-CD. It's a big game and there's lots of challenging gameplay to get to grips with. 73%

## NOVASTORM

**PSYGNOSIS**  
This 3-D FMV blaster is an improvement on Microcosm but still lacking interaction and excitement. Some great guardians are the highlights in an otherwise dull game. 72%

## PANIC!

**IMPORT**  
A translated version of the old Japanese CD Switch, this has you pressing buttons to activate wacky animations. Very funny but utterly pointless. 42%

## PITFALL: THE MAYAN ADVENTURE

**PSYGNOSIS**  
An excellent conversion of the cartridge game with superb sound and three whole extra levels. The graphics are superbly detailed and colourful, while the platform action is addictive. 90%

## POWERMONGER

**ELECTRONIC ARTS**  
A huge Populous-style strategy sim that will take ages to complete. The downside is just how repetitive the gameplay is. 77%

## PRINCE OF PERSIA

**SEGA**  
Totally engrossing, but possibly too challenging: platform adventuring at its toughest. The main character is particularly well animated as he jumps and climbs around. 65%

## PRIZEFIGHTER

**ELECTRONIC ARTS**  
Excellent two-listed action that cleverly uses black and white FMV to give that authentic Ragin' Bull feel. Bags of atmosphere and some brutal opponents. 78%

## REVENGERS OF VENGEANCE

**IMPORT**  
An interesting mixture of roleplaying, beat-'em-up and blasting gameplay makes for an enjoyable and novel adventure. 85%

## ROAD AVENGER

**SEGA**  
Unbelievably fast driving action. Superb graphics look like they've come straight out of a cartoon. However, the gameplay is repetitive and it should only be bought as a demo. 60%

## SENSIBLE SOCCER

**SONY**  
The lifelike sound and lasting playability give this an atmosphere to savour. The first CD footy title sets a very high standard. 86%

## SEWER SHARK

**SEGA**  
Grainy graphics provide the feel of a futuristic adventure. Atmosphere and story are great but gameplay is too shallow. 62%

## SHADOW OF THE BEAST II

**PSYGNOSIS**  
Merely a deluxe version of a very familiar platform game. Definitely hasn't aged too well. Better off in the vault of videogames history. 59%

## SHERLOCK HOLMES

**SEGA**  
Elementary, my dear Watson. A welcome change to an action-packed market. Only three cases to solve but user-friendly interface and complex clues prolong the life of this logical detective game. 78%

## SHERLOCK HOLMES II

**SEGA**  
Three more cases await Holmes in a sequel that boasts some impressive film sequences (totalling an extra one hour's worth). Shame the challenge is a bit limited. 79%

## SILPHEED

**IMPORT**  
Behind the spectacular and deceptive polygon shapes, this is really a straight forward, old fashioned shoot-'em-up. The effects are worth seeing but the gameplay is just too dated. 67%

## SLAM CITY

**DIGITAL PICTURES**  
A novel basketball game with FMV of real players, including NBA star Scottie Pippen. Not a great deal of playability though. 45%

## SNATCHER

**KONAMI**  
Linear but hugely engrossing futuristic adventure with an '18' rating. Great sound and graphics, plus the odd shooting section. 80%

## SOULSTAR

**CORE**  
Another great 3-D shoot-'em-up from CD masters Core. Three different vehicles, linear and 360° stages, plus top-notch scaled graphics make it a highly enjoyable blast. 88%

## SONIC CD

**SEGA**  
A brilliant new adventure featuring the hedgehog in a time-travelling adventure. Great ideas, plenty of chaotic action, incredible speed and totally absorbing audio effects. 90%

## SPIDEY VS KINCPIN

**SEGA**  
Big in quantity (lots of levels) but sadly lacking in quality. Nothing the MD couldn't do much, much better. Doesn't really use any of the Mega-CD's powerful capabilities. 37%

## STAR BLADE

**SEGA**  
Conversion of the classic Star Wars-style arcade machine. The mindless 3-D blasting soon gets boring as you have no control over your ship's movement - only the lasers. 53%

## STAR WARS CHES

**MINDSCAPE**  
Oh dear. This tries to live up to ches with animated battles between the pieces (all Star Wars characters) but these soon irritate as they slow the game down even more. 42%

## STAR WARS: REBEL ASSAULT

**JVC/MARUBENI**  
One of the best Mega-CD shoot-'em-ups around, thanks to varied stages (including some on-foot sections) and great Star Wars presentation. An addictive challenge. 82%

## STELLAR-FIRE

**SIERRA**  
A truly awful title that crawls along a boring landscape and occasionally meets some blocky alien attackers. Ugly stuff. 19%

## TIME GAL

**WOLFTeam**  
Fantastic cartoon-quality graphics throughout and some great CD music. This is made even more impressive as it is in Japanese. With the difficulty level ideally set, this game's still worth checking out. 80%

## THUNDER STORM FX

**WOLFTeam**  
Wolfteam's conversion of the original arcade hit, Cobra Command. Guide your souped-up gunship around a hostile battle zone, but watch out for those mountains! Old but still pretty playable. 78%

## THUNDERHAWK

**CORE**  
An explosive and action-packed warfare release that uses advanced scaling techniques to enhance the perception of war through the eyes of a chopper pilot. Starts off as great blasting fun, then becomes a little repetitive and eventually much too easy. 79%

## VAY

**IMPORT**  
An enchanting RPG with a well-thought-out adventure. Lots of puzzles to solve, characters to meet, and weapons and magic to buy. Almost as good as Lunar: The Silver Star. 83%

## WING COMMANDER

**ELECTRONIC ARTS**  
Fun 3-D space shoot-'em-up that'll have you saving the galaxy (again). Nice dogfighting action and lots of missions. Bit of a shame about the poor scaling though. 79%

## WOLFCHILD

**SEGA**  
A suitable attempt at a CD platform, where as the Wolfchild you mutate between man and wolf. Nothing special. 65%

## WONDER DOG

**SEGA**  
Although this is a superb and colourful game, apart from the long cartoon intro and digitised sound FX, there is nothing that really justifies its appearance on the CD. 73%

## WWF: RAGE IN THE CAGE

**ACCLAIM**  
Perhaps surprisingly this kind of showbiz wrestling transfers rather well onto CD with some good intros and enjoyably silly holds and moves. Very entertaining stuff. 80%



## ADDAMS FAMILY

**ACCLAIM**  
A puzzle platformer every bit as good as the MS version. The crystal screen doesn't detract from the kooky-spooky atmosphere and generally enjoyable adventuring. 72%

## ANDRE AGASSI TENNIS

**TECMAGIK**  
A poor tennis release with major flaws in the opponent's skill-level difference and sprite display. Without a gear-link as well, this just does not deliver the goods on the small screen. 40%

## ALADDIN

**SEGA**  
Lack of challenge really leaves this in the doldrums. Pretty to look at, but there's just not enough to do or see. 58%

## ALIEN 3

**ARENA**  
All-action platform game with superb graphics and atmospheric tunes. Alien3 offers these impressive qualities and challenging gameplay to match. Ideal for beginners and experts. 78%

## ALIEN SYNDROME

**SIMS CO**  
The conversion of a really old arcade machine has done the Game Gear proud. It's absolutely packed with content and features some of the most inspired guardians you'll ever see. Still worth checking out. 74%

## ARIEL: THE LITTLE MERMAID

**SEGA**  
Ariel may look the business but that's just about as far as it goes. A waste of a Disney licence and not much fun unless you are a complete beginner. 54%

## ASTERIX

**SEGA**  
Yet another standard platformer that will have you yawning. Some nice bits but overall too little thought has gone into this. 52%

## AX-BATTLER

**SEGA**  
One of the stars of Golden Axe features in its own game. Be warned, this is a very Japanese-based RPG and nothing like the great Golden Axe. It's very unfriendly and poorly executed. 46%

## BART VS THE SPACE MUTANTS

**FLYING EDGE**  
Move out Mario, shift over Sonic, Bart and family are in town. This line example of an arcade adventure pushes every part of the hand-held to its limits with superb graphics, great sound and devilishly good gameplay. 90%

## BATHAN RETURNS

**SEGA**  
Eighteen stages of repetitively easy Batman playing. Too easy for even the beginner and completely disappointing as superb graphics go to waste. 58%

## BATTLEDOGS

**SEGA**



## CHASE HQ

TAITO

Basically Out Run with guns in a typical Miami Vice environment. Pity this lacks content and is far too easy. 62%

## THE CHESSMASTER

SEGA

Probably the best chess game available. Everything is packed into this cart, but it is still designed to appeal to both the novice and expert alike. 80%

## CHUCK ROCK

SEGA

Bright and colourful graphics and platform action at its finest will delight the most scrupulous gamer-player. Challenging levels throughout and totally addictive. 82%

## CHUCK ROCK 2

Chuck's son appears on the GG to give a bit of stone-age humour and lots of platform action. Not as good as on the MS though. 75%

## CJ ELEPHANT FUGITIVE

CODEMASTERS

You won't pick this up again in a hurry. It'll shock you with its samey structure and slap you about the face with its far too easy-ness. Yuk. 37%

## COLUMBUS

SEGA

Very tough and challenging puzzle game in the style of Tetris. Excellent in one-player, but even better with two players linked up. One of the all-time classic Sega games on any machine. 91%

## COSMIC SPACEHEAD

CODEMASTERS

A superb portable interactive adventure that's as appealing and attractive as the Dizzy saga of releases. It's very colourful and the variety in gameplay is solid and addictive. 83%

## CRASH DUMMIES

ACCLAIM

All that's here is a small compendium of very short and addictive stages that may interest the very inexperienced but at this price, we really doubt it! 46%

## CRYSTAL WARRIORS

SEGA

Fair fantasy RPG. Bright and clear graphics, although a tad small at times, are impressive overall. 73%

## DEFENDERS OF OASIS

SEGA

A great RPG, on a 4Mbit cart, and the first decent one of its kind. Battle scenes are superb and gameplay is very addictive. 81%

## DESERT SPEEDTRAP

SEGA

Looks better on the small screen but this platformer still suffers from too few levels. The animation will make you forget its failings for a short time. 66%

## DINO BASHER

CODEMASTERS

This platformer looks prehistoric even with extra-speed, power-ups, spells etc. Not enough quality or quantity. 10%

## DOUBLE DRAGON

VIRGIN

A street fighting beat-'em-up where the idea of picking up baseball bats and kicking the baddies is just too dated and unoriginal. Gameplay is also much too slow and frustrating. 40%

## DRAGON

VIRGIN

Not the same as the Mega Drive version! It is this is not as bad as Robocod but it's still a lightweight title with little muscle and unoriginal gameplay. A disappointing beat-'em-up. 52%

## DRAGON CRYSTAL

SEGA

A very big game for such a small machine and well worth the attention of RPG buffs. Lots of pick-ups and plenty of people to talk to. 75%

## DROP ZONE

CODEMASTERS

A conversion from the Archer Maclean original. Shoot-'em-ups like this had their day years ago. The graphics are basic, the gameplay is limited and objectives dull. 26%

## EVANDER HOLYFIELD BOXING

SEGA

Very realistic and provides a challenge for all abilities. Novel 'invisible man' perspective is a nice touch. 78%

## ECCO

SEGA

The aquatic sloth swims onto the crystal screen in style with smooth underwater action and all the graphical quality and animation as found in the MD version. 90%

## ECCO: THE TIDES OF TIME

SEGA

Fans of the original will no doubt enjoy the puzzles in this sequel, but it's perhaps a bit too similar to its predecessor. 74%

## ERNIE ELS GOLF

CODEMASTERS

The South African whizkid stars in this creditable golf sim. It's easy to get into and the 3-D view uses a special 64Kbit graphics chip. Not quite on a par with PGA Tour though. 79%

## FI

DOMARK

Brilliant racing sim with Grand Prix tracks, pit-stops and complete car set-up with wings, torque/power and tyre type. Tough opposition from the computer drivers. 81%

## FANTASY ZONE

SEGA

Play this game with your sunglasses on. The small screen and colours make this a real eye strain. A totally OTT shoot-'em-up. 79%

## FANTASTIC DIZZY

CODEMASTERS

Even on the small screen Dizzy makes for a great portable adventure. The interactive cartoons are great fun to puzzle out. 89%

## FATAL FURY SPECIAL

IMPORT

A naïf SFI-style beat-'em-up whose gameplay suffers from a serious lack of skill and challenge. 51%

## FIFA INTERNATIONAL SOCCER

ELECTRONIC ARTS

An extremely disappointing conversion of the classic MD soccer sim. It looks okay, but the players' shots are weedy on an oversized pitch, while passing is almost impossible. 56%

## FIRE & ICE

VIRGIN

Graphically pretty, gameplay dull. Same old story of another platformer that gets annoying and tedious. 56%

## GALAGA '91

NAMCO

A poor shoot-'em-up. The screen blurs too easily and the whole style of play rapidly repeats itself. 55%

## GEORGE FOREMAN'S BOXING

ARENA

This sad boxing sim (also known as Heavyweight Champ) becomes incredibly repetitive. The graphics may look good, but there's very bad animation here. 48%

## GG ALESTE

COMPILE

Halley Wars falls into insignificance against this ultimate GLOC. Smooth scrolling, original guardians and ear-busting SFX make for an unforgettable experience. 88%

## GLOBAL GLADIATORS

VIRGIN

The MC Kids, Mick and Mack, don't seem to have made an impressive appearance and the faults lie with the tricky controls. 58%

## G-LOC

SEGA

G-LOC moves fast on the Game Gear, but so would any game if it had no graphics to shift around. Everything is far too simple to create any sort of atmosphere. 60%

## GP RIDER

SEGA

An average bike racer that's unlikely to break any track records. Fun to start with there's just too little detail and scenery to differentiate one track from another. 76%

## HALLEY WARS

SEGA

The action is fast and the weapons big, ensuring some really excellent blasting. The five levels are very different and each requires special tactics to finish. 81%

## HOME ALONE

SEGA

Preventing the crooks from looting the neighbourhood can start off as fun, but you'll soon become tired of the limited action with a measly two villains up against you. 38%

## HOOK

SONY

A very average platform game that's way past its sell-by date. Initially watchable enough, you'll soon be frustrated and bored. 58%

## THE HUMANS

GAMETEK

This above average puzzler may look the part, but it is lacking the playability that Lemmings offers. It's also frustrating. 75%

## THE INCREDIBLE HULK

US GOLD

A bog-standard platform romp for the green superhero. The laborious punching action will make you very angry. 44%

## INDIANA JONES 3

SEGA

Exactly the same as the MS in terms of style and layout, but the graphics seem more detailed due to the closer perspective. 68%

## JAMES POND II

US GOLD

A terrific handheld adventure. Agent Robocod must travel through a factory where each level has its own theme. Backdrops and sprites are superbly drawn and gameplay is totally addictive. 88%

## JOE MONTANA FOOTBALL

SEGA

Sega have managed to squeeze in this massive game and add a few extras to boost the fun. Everything from the MS game is here, making it one hot cookie. 80%

## KLAX

DOMARK

Klax has been accurately described as 'devastatingly addictive.' 99 levels of brain-teasing, fast and furious block-building action should keep all GG players on their toes. 85%

## KRUSTY'S FUN HOUSE

ACCLAIM

A good conversion that will hold the attention of Game Gear puzzle fanatics for quite a while, but it doesn't offer anything after completion. 70%

## LAND OF ILLUSION

SEGA

It doesn't seem to matter which console Mickey appears on, he's always a success! This Game Gear version is no exception and carries on the high standard of previous Mickey episodes. 90%

## LEGEND OF ILLUSION

SEGA

Mickey Mouse's third GG platform adventure features familiar but addictive gameplay and great cartoon graphics. 86%

## LEMMINGS

SEGA

Take control of the Lemmings and save their skins with various constructive activities. Extraordinary graphics and challenging gameplay to really test your brain power. 88%

## THE LUCKY DIME CAPER

SEGA

Cartoon capers with everybody's favourite Disney psycho, Donald Duck. The gameplay is instantly compelling and there's even amazing music for each level. 90%

## MARBLE MADNESS

DOMARK

The classic arcade game with a lot of balls. Guide your marble around an increasingly difficult tiered platform maze. Graphically absolutely superb. 70%

## MEAN BEAN MACHINE

SEGA

Excellent puzzle action with great characters, strategies and mind-bending action. Full of beans, best against a mate. 90%

## NIGHTY MORPHIN POWER RANGERS

SEGA

Simple one-on-one beat-'em-up lets you choose between Rangers with different special moves. But it's all way too easy. 39%

## MONSTER TRUCK WARS

ACCLAIM

Despite the title, this is a standard overhead racer that soon gets a bit tedious. Get *Micro Machines* instead. 65%

## MONSTER WORLD II

SEGA

A marked improvement over the original hit. This direct conversion of the MS game is fun, challenging and it even includes a much-needed password system. 79%

## MORTAL KOMBAT

ACCLAIM

The portable version of a classic arcade head-to-head completes a successful treble for Sega formats. Fighters are animated to high standards in a worthwhile arcade conversion. 90%

## MORTAL KOMBAT II

ACCLAIM

A superlative sequel with stunning sprites and excellent beat-'em-up gameplay. There are several new characters and loads of special moves to try out. Brilliant stuff. 94%

## NBA JAM

ACCLAIM

Great dunks and moves really work well on the GG. A basketball so addictive it should have a health-warning. Make sure you don't miss it. 90%

## NINJA GAIDEN

SEGA

Gorgeous graphics and sprite animation combine with a variety of levels. If you find it too tough, dig out the import version – that includes a handy password system. 74%

## OLYMPIC GOLD

US GOLD

Graphically superb, but failings in all other departments make this average. Control your athlete through numerous events with relative uneventful happenings. 69%

## OUT RUN

SEGA

The classic arcade racer loses nothing in translation to the small screen – except its difficulty. Even so, it's very exhilarating and miles better than Super Monaco GP. 70%

## OUT RUN EUROPA

SEGA

The classic road racing saga lives on, but even with impressive details on the graphics and a few nice tunes, this instalment will fail to impress the majority of gamers. 60%

## THE OTTIFANTS

SEGA

Bruno does a bit of a belly-flop on the GG in this platformer. The graphics lose a lot on the crystal screen and detract from the overall appeal. 53%

## PAPERBOY

DOMARK

Die-hard Paperboy addicts will relish the challenge of yet another machine to complete it on. Comparatively good graphics and excellent challenge, but poor sound. 70%

## PENGO

SEGA

This plays just like the old coin-op as you shove blocks of ice around and try to squash or electrocute animals. It may not pass the RSPCA laws, but it sure is a gas. 73%

## PETE SAMPRAS TENNIS

CODEMASTERS

A superb conversion of the top-notch MD game. Great graphics, superb gameplay, and even a fun 'two players on one GG' mode! Codemasters serve up a hand-held tennis treat. 91%

## PGA TOUR GOLF

TENGEN

This is one for a long journey as this portable game of golf will provide fans with a worthwhile and well-constructed interpretation of the PGA event. 85%

## POPPIES

DOMARK

Puzzle fans everywhere should own this. Totally cutesy graphics are enhanced with reasonably good sound FX. Addictiveness is the key to this great GG game. 83%

## PRINCE OF PERSIA

DOMARK

One of the best games available. Little can be found to fault such an excellent piece of software where you guide your hero through a mysterious maze of Turkish Delight. 90%

## PUTT AND PUTTER

SEGA

When this zany golf simulator was released, we were pleasantly surprised. Good scrolling effects and a wide range of options make it very playable. 80%

## RASTAN SAGA

SEGA

Underrated slash-'em-up adventure game that contains loads of locations and a variety of very tough opponents. The backgrounds and sprites are very smooth. 87%

## REN & STIMPY

SEGA

Funny animation doesn't a great game make – and this proves the point. Under the surface there are no new ideas. 65%

## RC GRAND PRIX

IMPORT

Even though many find radi-controlled cars a great pastime, it doesn't seem to come across too well in this game. This has all the right elements, but doesn't manage to keep you glued to the controls. 57%

## RISTAR

SEGA

Sega's new shooting star hero sparkles in this colourful and playable platform game. Despite not being quite as varied as the MD version, it suits the hand-held well. 81%

## ROBOCOD 3

ACCLAIM

No originality in this game that re-hashes a tired old format. Poor, even taking into account the limitations of the small screen. 50%

## SHINOBI

SEGA

Works well on the Game Gear, although it's a little short and will soon be completed by anyone who's played any of the series before. Still, it becomes very addictive. 80%

## SHINOBI II

SEGA

Totally addictive gameplay with different routes to explore taking you everywhere. Rescue your fellow ninja and find those Elemental Crystals to let you enter the final battle. It's addictive, but as with the first, it may be too easy. 86%

## SLIDER

SEGA

Also known as Skweek, it has colourful graphics that are a tad on the small side. All the addictiveness of Klax with 30 password levels. 82%

## THE SMURFS

INFOGRADES

Bog-standard platformer starring those little blue people with wobbly white hats. Despite some nice variety it's frustrating to play. 49%

## SONIC DRIFT

SEGA

Surely the worst Sonic title ever made, this appalling racing game is the easiest we've ever seen. Pretty graphics can't compensate for the dull, pitifully simple racing. 30%

## SONIC THE HEDGEHOG

SEGA

Crystal clear, super-fast graphics with original zones and guardians based on the MS version. Sonic fits in your pocket in line style. 85%

## SONIC THE HEDGEHOG 2

SEGA

Excellent scrolling and sprite animation improves on the first game, although it plays very similarly. This is probably the best of all Sonic's many hand-held adventures. 90%

## SONIC SPINBALL

SEGA

Sonic stars in his own pinball game – as the ball! It's all quite fun at first, but the reliance on luck will lead to frustration. 60%

## SONIC TRIPLE TROUBLE

SEGA

Sonic stars in another platform adventure, but the levels are samey, the enemies too few and it's all a bit too easy. 71%

## SPIDER-MAN

FLYING EDGE

Based on the MD version. It's packed with cartoon story statics and some enthralling gameplay over five massive stages. 84%

## SPIDER-MAN 2

ACCLAIM

A disappointing follow-up. However, it offers a considerable challenge and there is plenty to do. Spidey fans should be suitably impressed, although not amazed. 66%

## S.S. LUCIFER

CODEMASTERS

As playable as its MD counterpart, this puzzler has you saving drowning passengers on a sinking ship. Addictive fun, but it could all be over too soon. 70%

## STARGATE

ACCLAIM

Completely different to the Mega Drive game, this is much more interesting: a playable Block-Out-style 3-D puzzler. 84%

## STAR TREK GENERATIONS

IMPORT

Both original and Next Generation crews feature in this movie licence, but the simple blasting/puzzling action is dull. 37%

## STAR WARS

US GOLD

With a 4Mbit capacity, the graphics are above average for the small screen and the gameplay is completely absorbing and adventurous. A hit with any fan of the movie. 87%

## STREETS OF RAGE

SEGA

Furious beat-'em-up action at its finest. Two-player option included, but only two fighters to choose from. Graphics can prove a tad annoying at times, but the gameplay more than makes up for it. 87%

## STREETS OF RAGE II

SEGA



# SEGA PRO PROFILE

## AERIAL ASSAULT

SEGA  
Ancient shoot-'em-up relying on old-fashioned principles of keeping the player busy. Graphics and sound are now dated. 55%

## ALADDIN

SEGA  
A different game from the MD with much less platform fun to offer. 54%

## ALEX KIDD IN HI-TECH WORLD

SEGA  
Alex's worst outing ever. The main problem with this is the presence of a very harsh restart procedure which always places you back at the beginning when you die. Argghhh! 40%

## ALEX KIDD IN MIRACLE WORLD

SEGA  
This is undoubtedly his most successful attempt. It was designed in competition to Mario and uses many of the same popular and successful elements. 80%

## ALEX KIDD IN SHINOBI WORLD

SEGA  
Mixing ninja with a successful character. There's plenty of platform adventuring to keep you enthralled for ages. Only one player though. 76%

## ALEX KIDD AND THE LOST STARS

SEGA  
Usually Alex Kidd provides you with a testing challenge that will last for months on end. Not this one, though! 65%

## ALIEN 3

ACCLAIM  
As with the MD and GG versions, this is brilliant. Guide Ripley through the treacherous space-ship in a stunning platform adventure. Loads to do and power-ups galore make it a winner. 80%

## ALIEN STORM

SEGA  
Massive 'save the human race' game, with cool visuals, but a bit easy. A sort of Golden Age in the 21st century. 75%

## ALIEN SYNDROME

SEGA  
If you can get hold of a friend, this game becomes a real pleasure to play as you team up to explore and destroy alien-infested ships. 77%

## ALTERED BEAST

SEGA  
Bad conversion of the old coin-op. A beat-'em-up that's severely flawed by flickery sprites and dodgy scrolling. 40%

## AMERICAN BASEBALL

SEGA  
Baseball games are in abundance on console. This offering allows you to manage one of 26 teams plus the usual bit of bat and pitch play. 70%

## AMERICAN PRO FOOTBALL

SEGA  
This takes a top-down view of the proceedings. The graphics are small but distinct and have a little animation. Not brilliant but good for beginners as everything is kept simple. 65%

## ARCH RIVALS

FLYING EDGE  
Basketball with an attitude as rules are thrown out of the window in a no-holds-barred fight for victory. The fun is limited to two-player. 69%

## ARCADE SMASH HITS

VIRGIN  
Centipede, Break-Out and Missile Command all in one cart. All these 'arcade classics' are basic but still pretty playable. 66%

## ASSAULT CITY

SEGA  
A superb shoot-'em-up in all areas. The action is kept fast and furious and even though there are only six levels, it's quite a challenge. 68%

## ASTERIX

SEGA  
This arcade adventure captures the feel of the comic books very well, but the gameplay now looks a bit tired. 72%

## ASTERIX AND THE GREAT RESCUE

SEGA  
Nice graphics, with some of the best sprites on the Master System, but the platform gameplay is just a bit too predictable. 74%

## AZTEC ADVENTURE

SEGA  
Could have been a fun arcade adventure if you didn't return to the start every time you die. If the graphics weren't good, it would be insufferable. Good graphics rescue it. 60%

## BACK TO THE FUTURE III

FLYING EDGE  
Much better sequel, but has only three stages and they get easier. The programmers have taken recognisable bits from the film. 69%

## BANK PANIC

SEGA  
If you're one of the few people with a Phaser gun, then this cheap offering presents quite good value for money. Many humorous moments. 63%

## BART VS THE SPACE MUTANTS

FLYING EDGE  
The first Simpsons game to hit the Sega and certainly better than its Nintendo counterpart. Of all the Sega versions, this is definitely the most impressive, packed with challenge and playability. 90%

## BASKETBALL NIGHTMARE

SEGA  
An innovative approach which is inspired by the film, Teen Wolf. Monster teams line up against each other. Solely to make you laugh. 79%

## BATMAN RETURNS

SEGA  
Follows in the Mega Drive's footsteps in that it looks great, but is fairly unplayable. Waste of a good licence. 43%

## BATTLE OUT RUN

SEGA  
You simply have to zoom down the road, avoiding the traffic, catch up with the drug dealer's car and stop him. Tiresome Out Run rehash. 57%

## BLADE EAGLE 3-D

SEGA  
Addition of 3-D graphics pulls this shoot-'em-up above the level of the usual. Little challenge on the early levels but punishes on the last. 64%

## BOMBER RAID

SEGA  
Testing as you try to take out both air and ground targets. Not difficult mentally but certainly tests patience and quickly becomes boring. 30%

## BONANZA BROS

SEGA  
Great graphics and extra bonus stages. Really a two-player game it's also brilliant in one player as you try to loot all ten stages. 87%

## BUBBLE BOBBLE

SEGA  
Although an ancient piece of software, it's a real classic. Essentially repetitive, but very addictive in two-player mode. 81%

## BUGGY RUN

SEGA  
An enjoyable run over some sandy courses. As usual, these kind of races are more of a laugh (and a challenge) on two-player. 70%

## CALIFORNIA GAMES

SEGA  
Six events – skateboard, football, BMX, half-pipe and frisbee – are all fairly playable, if a bit simple for long-term appeal. 68%

## CALIFORNIA GAMES II

SEGA  
Hanging ten may be fine in California but it's not very interesting on the Master System. Every event looks dated and gameplay is simple. 58%

## CASINO GAMES

SEGA  
This will help solve your addiction to one arm bandits in five minutes. After playing all of the games, you'll be sick of the sight of them. 34%

## CASTLE OF ILLUSION

SEGA  
Mickey's adventure through the magical forest and castle is one of the best games on the MS. Brilliant animation and sprite definition make this an all-time classic. 90%

## CHAMPIONS OF EUROPE

TECMAGIK  
Early versions of this game were plagued with bugs, but ignoring these, the actual game is great, with many innovative features and good gameplay. 85%

## CHASE HQ

SEGA  
Dubious conversion of the coin-op driving game. It takes ages to reach the drug dealers' car and if you mess up it takes ages to relocate them again. 62%

## CHOPLIFTER

SEGA  
Although the graphics and sound look grim, the playability shines through. Recommended as one of the most enduring and addictive games of all-time. 84%

## CHUCK ROCK

VIRGIN  
Hilarious Neanderthal platformer with dynamic graphics and a super intro tune. As atmospheric as the MD version is and equally addictive. 79%

## CHUCK ROCK 2

CORE  
Chuck's son brings some stone-age humour to the MS. Good platform action from start to finish. If you liked the original... 74%

## CLOUD MASTER

SEGA  
You control a strange little fellow who simply goes around on his faithful white cloud shooting everyone. Loads of big guys throughout the five levels. 60%

## COLUMNS

SEGA  
Possibly the best Sega machine implementation of this excellent Tetris beater. It is far more enjoyable and rewarding than the popular original, especially in two-player versus mode. 90%

## COSMIC SPACEHEAD

CODEMASTERS  
A brilliant interactive cartoon adventure with a solid plot and plenty of, yet addictive, puzzles to work out. You'll also find many different styles of arcade action here. 92%

## CRASH DUMMIES

ACCLAIM  
A pretty addictive game that has five short challenges. A nice try, but there is so little to it! 50%

## CYBER SHINOBI

SEGA  
The Shinobi series never seems to stop and although different, this contains similar elements seen in the others. The gameplay lacks content and it's fairly easy. 58%

## CYBORG HUNTER

SEGA  
While the seven levels of the fortress you have to explore are certainly vast, they lack content. It's fun at first, but the repetition becomes very tedious and annoying. 52%

## DANAN: THE JUNGLE FIGHTER

SEGA  
Stuck in the jungles, you must fight your way through the undergrowth and the inordinate amount of unfriendlies. Good, if a little repetitive. 60%

## DEAD ANGLE

SEGA  
A simple Op Wolf clone. It adds nothing new to the genre and, therefore, becomes too boring very quickly. Give it a miss. 41%

## DEEP DUCK TROUBLE

SEGA  
Fun – if a more than a little samey – sequel to the playful Donald Duck. The only real quibble with this well constructed platformer is that there isn't enough of it! 79%

## DESERT SPEEDTRAP

IMPORT  
A neatly-presented platformer that, unfortunately, isn't as good as it looks. Too few levels will mean the fun won't last. 61%

## DESERT STRIKE

DOMARK  
The classic wargame is brilliantly recreated on the MS. Everything from the MD version has been included here. A real programming achievement and top of any MS owner's list. 92%

## DINOBASHER

CODEMASTERS  
Despite some decent graphics and sprites the constant repetition of levels and enemies will see boredom set in far too early. 51%

## DOUBLE DRAGON

SEGA  
This is a very accurate conversion suffering from being a bit too easy for a game with only a few levels and similar gameplay. 59%

## DOUBLE HAWK

SEGA  
Two fighters must blast all who stand in their way, and pick up all the power-ups along the way. Great two-player action makes this a decent, albeit easy, shoot-'em-up. 60%

## DRAGON

VIRGIN  
2Mbist and too old. With so little memory this is missing that killer punch a beat-'em-up needs. 47%

## DRAGON CRYSTAL

SEGA  
This seems lost and vacant in the abyss of a TV screen. Even so, there's probably enough challenge in there to keep RPG fans happy for months. 76%

## DYNAMITE DUKE

SEGA  
If you like your action simple point 'n' shoot you can go wrong here. It's very similar to Operation Wolf, but the graphics are far superior. 64%

## DYNAMITE DUX

SEGA  
A cute and colourful arcade beat-'em-up that is very addictive and challenging. The dodgy scrolling occasionally affects the action, but in the main this is a lot of fun to play. 75%

## ECCO THE DOLPHIN

SEGA  
If you're looking for an excellent MS game, look no further. It's so playable it releases the MS from its watery grave. 91%

## FI

DOMARK  
A rookie release that fails to interpret the thrills of a real F1 championship like the MD version did. A basic race sim. 61%

## F-46 FIGHTER

SEGA  
Ten levels packed with MIGs. Sadly, it suffers from being too complex for its own good, it's neither simple fun to play or taxing on the brain. 60%

## FANTASTIC DIZZY

CODEMASTERS  
The fantastic cartoon scenario featuring Dizzy, Daisy and the evil Zaks has been recaptured on the MS with style. Great! 90%

## FANTASY ZONE

SEGA  
For such a paltry asking price how can you ignore this ground-breaking shoot-'em-up? No-one has ever used colour to such effect on the MS; this game requires sunglasses! 84%

## FANTASY ZONE 2

SEGA  
More of the same abuse of the MS colour palette. Eight more levels that are just as tough and challenging as the original. 85%

## FANTASY ZONE 3

SEGA  
The shoot-'em-up game has been changed to a Pac-Man format. Simple, but effective graphics make this great fun. 84%

## FIRE AND FORGET II

TITUS  
Sod the storyline, let's just stick a gun on the car and see how it goes! Well it doesn't go too badly, as it happens. 73%

## THE FLINTSTONES

GRANDSLAM  
The high quality of programming is evident. Unfortunately everything is very simple to execute and the gameplay soon bores you. 59%

## GAIN GROUND

SEGA  
You and a friend have to choose from a band of warriors and attack a number of strongholds. Good teamwork and very addictive. 76%

## GALAXY FORCE

SEGA  
This coin-op game is good fun. Some hideous enemy sprites but it only makes you more determined to blow them to bits. 79%

## GANGSTER TOWN

SEGA  
Grab that Phaser gun and blast the varmints stepping on your turf. It's all harmless fun but like most gun games, becomes boring. 54%

## GAUNTLET

SEGA  
Atari's famous four-player coin-op, but in two-player MS guise. It's just like the real thing, so if you can put up with the vastness of the original game, here it is in all its glory! 80%

## GEORGE FOREMAN'S KO BOXING

ACCLAIM  
Boxing simulation, also known as Heavyweight Champ, that offers different fighters. Gameplay is mediocre. 59%

## GHOSTBUSTERS

SEGA  
Find the ghost, bust the ghost, bag the ghost. Repeat till end. It all gets boring very quickly, even if busting the ghosts does require some talent. 40%

## GHOST HOUSE

SEGA  
Some things in life were never meant to be. This ghostly (ghastly) encounter requires little skill and is aimed at very, very young players. 45%

## GHOULS 'N' GHOSTS

SEGA  
A medieval romp through the undergrowth and onto gigantic guardians. May not have all the special FX, but plays very well. 83%

## GLOBAL DEFENSE

SEGA  
A freak accident has caused missiles from all over the world to zoom off into space. You must blow them away. Simple, but effective. 65%

## GLOBAL GLADIATORS

VIRGIN  
It may look like one of the best MS games around, but the control method is a complete letdown and is frustrating after about five minutes. 62%

## C-LOC

SEGA  
A joy to fly with plenty of action. The speed is phenomenal and graphics bearable. Okay arcade flight sim that works well. 77%

## GOLDEN AXE

SEGA  
A respectable attempt at portraying a favourite hack-'em-up. But you only get the choice to control one player, not three. 70%

## GOLDEN AXE WARRIOR

SEGA  
Old Death Adder is back, but before you try to defeat him, remember that there's no arcade action – just lots of adventuring. 67%

## GOLFAMANIA

SEGA  
For one or two players, it may not look like a visual feast of golfing delights, but you'll be glad to hear that it's good fun to play. 79%

## GOLVELLUS

SEGA  
The evil Golvellus has dispatched seven of his top demons to prevent you from passing through the valley. Very challenging and graphically good, but lacks longevity. 67%

## GP RIDER

SEGA  
The riding stakes may be high, but the flickery sprites and poor graphics let GP Rider down. There's little variety between races and an annoying control method. 48%

## GREAT BASEBALL

SEGA  
Not as good as it pretends to be. Even so, for a game that is as old as this is, the graphics and sound are decent and it's still playable. 70%

## GREAT BASKETBALL

SEGA  
Die-hard fans will be more at home here. The two-player mode makes the game a decent challenge, but the CPU opponents are sadly too easy. 70%

## GREAT FOOTBALL

SEGA  
There is no reason to buy this game with the likes of Joe Montana already out. This is a crinkly attempt without any atmosphere. 54%

## GREAT GOLF

SEGA  
There is no reason to buy this game with the likes of Leaderboard already out. This oldie is now showing its age. 53%

## GREAT ICE HOCKEY

SEGA  
Ice hockey simulation that, in its day, proved to be quite a success. Unfortunately, it needs the Sega Sports Pad controller to play. 50%

## GREAT VOLLEYBALL

SEGA  
The sprites are far too small to make this even remotely enjoyable. Presentation is grotty, not doing anything for the great sport. Too old to crack it with the big boys. 51%

## HANG-ON

SEGA  
How can you resist this little beauty for just under a tenner? It's fairly quick, and not too jerky when weaving in and out. Not brilliant but excellent value for those on a budget. 75%

## HEROES OF THE LANCE

US GOLD  
This is very slow and monotonous. Plenty of characters to play with but even with the combat scenes boring, there's not much hope. 48%

## HONE ALONE

SEGA  
You bounce around different houses, avoiding crooks and picking up items. Each level has a nice variety of bright and colourful graphics, but the time allocated to search a house is far too short. 56%

## IMPOSSIBLE MISSION

US GOLD  
An excellent conversion packed with everything from the original – even the speech. Meanwhile the animation is second to none. The great platform gameplay is very addictive. 88%

## THE INCREDIBLE HULK

US GOLD  
As with the Game Gear version, this mediocre platform beat-'em-up suffers from extremely repetitive, laborious gameplay. It's also way too easy – even on Hard level. 44%

## INDIANA JONES 3

US GOLD  
Very, very frustrating. Not only is it hard, with restart points, but the collision detection is also suss. Still, the graphics are encouraging. 70%

## JAMES POND II

US GOLD  
This platform adventure is very much like a shortened Super Mario World with each level carrying a colourful toy theme that's achieved by outstanding graphics. Excellent stuff. 87%

## JOE MONTANA FOOTBALL

SEGA  
If only it wasn't so blinking easy, this gridiron sim would keep you playing for ages. There are tons of moves plus Joe's recommendations. The overhead side-view works well. 76%

## JUNGLE FIGHTER

SEGA  
Scrolling sword-fighting game that becomes quite addictive. Unfortunately, it's not very difficult and shouldn't take long to complete. 50%

## KENSEIDEN

SEGA  
While there's no doubting the size of Kenseiden, it suffers from being very predictable and easy in parts. A large but overly simple beat-'em-up that fails to please. 54%

## KLAX

Tengen  
Doesn't quite come up to scratch. The graphics aren't bad, but the sound is lacking and the colours blur rather badly. All the same, the classic puzzle action is still very addictive. 73%

## KRUSTY'S FUN HOUSE

ACCLAIM  
Krusty provides us with a very colourful and challenging platform adventure in which rats have to be led into traps manned by various members of The Simpson family. 80%

## KUNG FU KID

SEGA  
You are blessed with a talisman that gives you supernatural strength and powers. Kung fu games are nothing new and this just continues the line of martial-art mediocrity. 50%

## LASER GHOST

SEGA  
One of the better Phaser games, this can also be played just as effectively with the joypad. There are some great static pictures and backgrounds to admire as you blast away. 77%

## LAND OF ILLUSION

SEGA  
A brilliant sequel to Castle Of Illusion. This is one of the best platform games around and should take pride of place in any Master System owner's collection. A cutsey fun adventure for all the family! 90%

## LEMMINGS

SEGA  
Guide cute-and-cuddly characters through lots of stages of maze and puzzle madness. Simply brilliant graphics and so addictive. 89%

## LINE OF FIRE</



### MISSILE DEFENCE 3-D

SEGA  
This is a grim old game. You'll need your 3-D glasses, but you won't miss much without them. Very repetitive and requires absolutely no talent. 46%

### MONOPOLY

SEGA  
Poor value for money. You could buy the Monopoly Deluxe table-top for less and it would still be more fun. What's the point? 72%

### MORTAL KOMBAT

ACCLAIM  
A very good attempt at creating the blood'n'guts that were emphasised so well on the MD. There are only two backgrounds, but the fights are very playable and the difficulty is harder than on the MD. 92%

### MS PACMAN

TENGEN  
Even though this is a very accurate conversion of the Atari arcade machine, it doesn't quite hit the mark. Two-player is fun, but dated. 59%

### MY HERO

SEGA  
This game looks dreadful. It's a really simple beat-'em-up and not very taxing. 54%

### NEW ZEALAND STORY

TECMAGIK  
Excellent graphics, 12 tunes to keep your ear-drums satisfied and all the platform madness anyone could wish for, but it's very hard. 82%

### THE NINJA

SEGA  
For just a tenner you can have this bargain bonanza of Samurai-swarmed forest awaiting your body-blowing talents. Poor graphics though. 65%

### NINJA GAIDEN

SEGA  
One of the best beat-'em-ups. Compelling gameplay and good animation make this a ninja classic. 88%

### OLYMPIC GOLD

US GOLD  
Seven events comprise this mammoth piece of sporting software. No event would survive by itself, but the finishing holds it all together. 70%

### OPERATION WOLF

TAITO  
The old Phaser gun should have come into its own but the light detection is poor. Neat backdrops, but flickery scrolling is annoying. 67%

### OUT RUN

SEGA  
There just isn't the feeling of speed in this coin-op conversion. Graphics are kept to a minimum and are very simplistic. 62%

### OUT RUN EUROPA

US GOLD  
This European interpretation of Out Run comprises more vehicles and a longer route. It also tags on a more plausible storyline. 80%

### PAC-MANIA

TECMAGIK  
An excellent interpretation of the isometric 3-D maze game, which plays pretty well. Looks very old hat though. 68%

### PAPERBOY

TENGEN  
Emulates the coin-op but looks a bit old now. Above all, though, it's very playable and is sure to challenge your skills. 73%

### PGA TOUR GOLF

TENGEN  
A superb golfing tournament for the MS. Plenty of effort has gone into the structure with fine graphics and realistic stats. 90%

### PHANTASY STAR

SEGA  
It may be old, but this is one game where you'll certainly get value for money. This huge cart even comes with a battery backup. You'll be coming back to this. 90%

### PIT-FIGHTER

DOMARK  
A repetitive two-player fighting game which soon becomes very shallow. The teeny-weeny sprites are ridiculously small and may prove annoying. 63%

### POPULOUS

TECMAGIK  
A strategy game that you'll either love or hate, this is very accurate to the original. 80%

### POWER STRIKE

SEGA  
An environmentally friendly shoot-'em-up. The graphics are top-notch and scroll smoothly. A playable enough blaster. 72%

### POWER STRIKE II

SEGA  
A shoot-'em-up with plenty of power and destruction as you wipe out wave after wave of enemy attacks. Backgrounds are full of colour action and detailed sprites. 74%

### PRO WRESTLING

SEGA  
All the razzmatazz of all-American wrestling is valiantly attempted, but the overall impression is that it's been skimmed on in all departments. 46%

### PREDATOR 2

ARENA  
Jerky scrolling, a high difficulty level, boring gameplay and poor sound. The poorest version of a reasonable game. Yawn! 36%

### PRINCE OF PERSIA

DOMARK  
Packed with 14 massive levels and amazing animation, this is an essential MS purchase. With its simple controls, it's very easy to pick up and addictive. 85%

### PSYCHIC WORLD

SEGA  
Only the graphics save this dreadfully boring and unplayable game. The mix of arcade and strategy bombs. 48%

### PSYCHO FOX

SEGA  
This has taken the best attributes from other arcade adventures. The main character, Mr Fox, is almost as cheeky as Sonic himself. 80%

### PUTT 'N PUTTER GOLF

SEGA  
A brilliant two-player crazy golf game that originally appeared on the Amiga. Excellent graphics and cheerful sound effects. 78%

### RAINBOW ISLANDS

SEGA  
A highly cutesy follow-up to the very cutesy Bubble Bobble. Bright, cheerful and fun throughout, but much too easy. 69%

### RAMBO III

SEGA  
Despite the limitations of this being a Phaser-based product, it is remarkably playable. Challenging, but the addiction doesn't last. 65%

### RAMPAGE

SEGA  
Everyone has a destructive nature in them some where. You control one or two gorillas who must smash up apartment blocks. A fun conversion of the old coin-op. 72%

### RAMPART

TENGEN  
A truly addictive game that is simple really; build a castle, decide where you want your cannons and then decimate your enemy! 75%

### RASTAN SAGA

SEGA  
Hack 'n' slash romp through many varying landscapes, but this is one of the best games of its type. Longer lasting fun. 82%

### RC GRAND PRIX

SEGA  
Multi-player action that will fail to excite race fans. Luckily, the graphics are interesting, but this was poor even in its day. 45%

### RENEGADE

SEGA  
After a clutch of superior beat-'em-ups hitting the Master System, this attempt looks decidedly weak and offers nothing new or classy. 40%

### RESCUE MISSION

SEGA  
Protect medical supplies that are being distributed to the troops. The graphics are great and the game-play's spot on. Got a Phaser? Then get this! 84%

### ROAD RASH

US GOLD  
Classic stuff. Ride rough-shod over your opponents in the original race 'n' beat. An array of bikes and courses. Get rashed! 90%

### ROBOCOP 3

ACCLAIM  
Yet another film release without much originality. Very basic game play makes this sad. 47%

### R-TYPE

SEGA  
This is arguably the greatest shoot-'em-up to ever grace the MS. Bar the odd graphic deficiency, it's a totally accurate coin-op conversion. 90%

### RUNNING BATTLE

SEGA  
Sadly, this ain't a good beat-'em-up. Everything is so slow and even the colourful non-flicker graphics can't enhance this poor try. 34%

### SCRAMBLE SPIRITS

SEGA  
Little more than a vertically scrolling shoot-'em-up and a pretty poor one at that. 34%

### SECRET COMMAND

SEGA  
This is very close to the Capcom Commando coin-op; it's even based in a jungle with huts and everything. Enjoyable carnage. 78%

### SEGA CHESS

SEGA  
Functional graphics and some poor speech may put some grand masters off, but stick with it and you will find a supreme chess sim. 80%

### SENSIBLE SOCCER

SONY  
A very playable game of footy. Presentation is kept simple but effective and you still have all the different styles and formations. 88%

### SHADOW DANCER

SEGA  
Suffers from flickery graphics and bad response rate, but there are pleasing effects and a lightning quick dog for a companion. 59%

### SHADOW OF THE BEAST

TECMAGIK  
Tecmagik did the business on this conversion of Beast. Superb visuals, excellent music and some improved gameplay. 81%

### SHANGHAI

SEGA  
One of the most addictive and mind-bending puzzle games around. You'll be confused at first, but your efforts will be well rewarded. 80%

### SHINOBI

SEGA  
There's nothing too spectacular about this beat-'em-up. There are only five simplistic levels without should be a doddle. 69%

### SHOOTING GALLERY

SEGA  
Only four simple rounds of shooting various targets in this light-gun game. 52%

### SHOOTING GAMES

SEGA  
Hone your light-gun skills with three varying types of game - marksman shooting, trap shooting and safari hunt. Not bad. 60%

### SLAP SHOT

SEGA  
Like its MD counterpart, EA Hockey, Slap Shot is easy to get into and has all the added extras like brawling and dodgy umpiring. 68%

### THE SMURVES

INFOGRADES  
The squeaky-voiced blue folks leap into platform action. Despite boasting some varied sections, the main level designs are way too predictable to offer much long-term interest. 54%

### SONIC CHAOS

SEGA  
Play as Sonic or Tails in this platformer. Great graphics but the gameplay hasn't changed and it's all just too easy! 69%

### SONIC SPINBALL

SEGA  
Sonic stars in his own pinball game - as the ball! Unfortunately this conversion is far too easy to complete as you can move him around far too much in midair. Flippin' easy. 63%

### SONIC THE HEDGEHOG

SEGA  
Totally excellent conversion proving that the MS can retain some originality. Sonic's original adventure is still playable. 83%

### SONIC THE HEDGEHOG 2

SEGA  
A fantastic version of the most famous game in the world, but it's bugged. Don't be too disappointed when Tails doesn't appear. 87%

### SPACE GUN

SEGA  
If you're a dab hand with the Phaser, this title might just bring a smile to your face. 56%

### SPACE HARRIER

SEGA  
There's no way of restarting or continuing on any of the 18 levels - even arcade players will be tested here. 74%

### SPEEDBALL 2

VIRGIN  
Jump into the future and play a vicious game of hand-ball. The graphics are superb and the playability still as great as ever. 88%

### SPELLCASTER

SEGA  
One of the greatest and toughest RPGs on the MS, ranking almost as good as Phantasy Star. You'll go underground, through space and time and even to the land of the dead. 86%

### SPIDER-MAN

SEGA  
Doesn't have the playability. It's very tedious bashing enemies, but there's a compelling storyline. Credible cartoon beat-'em-up. 72%

### SPY VS SPY

SEGA  
The stars of MAD magazine retain their appeal and the game has one player sniggering when the other walks into his traps. 83%

### STAR WARS

US GOLD  
This conversion from the classic film features five absorbing and fast levels of shoot-'em-up platform action where you must rescue the prisoners and chase the mighty Darth Vader! 88%

### STRIDER

SEGA  
The graphics and sound are as expected, but the main character is very sluggish, especially in jumps. Dubious long-term appeal. 60%

### STRIDER II

US GOLD  
Very similar to the original Strider in that the main character is a tad slow, but it's challenging. Run-of-the-mill graphics and little to inspire. 65%

### STREETS OF RAGE

SEGA  
This has been excellently converted to fit into the 4Mbit cart and could have been the best beat-'em-up on the Master System, but without a two-player option it's debatable. 82%

### SUMMER GAMES

SEGA  
This is a real disappointment. The graphics are hopeless with terrible sprites and no detail in the backgrounds. Give it a miss. 40%

### SUPER OFF ROAD

VIRGIN  
Each of the 12 dirt tracks increase in difficulty to provide the stage for some absorbing bumper-to-bumper. Sprites are a little shoddy, but the speed compensates for it. 81%

### SUPER KICK OFF

US GOLD  
All the features, bar the all-important playability. The action slows down with three or more players on-screen which is a shame. 68%

### SUPERMAN

VIRGIN  
A platformer that suits our superhero down to the ground. Each level contains well drawn backgrounds and impressive sprite animation. 74%

### SUPER MONACO GP

SEGA  
A simultaneous split-screen two-player mode makes for bad graphics with flimsy backgrounds and unrealistic animation. 48%

### SUPER MONACO GP II

SEGA  
A useless motor racing simulation. The graphics are dire and the whole game should be avoided at all costs. 21%

### SUPER REAL BASKETBALL

SEGA  
Excellent two-player action with some brilliant close-ups. Good all the way through and tough to beat at higher one-player levels. 82%

### SUPER SMASH TV

ACCLAIM  
A long-awaited conversion which is nothing more than average. Repetitive flicker, sound and gameplay all rolled into one - and it's much too hard. 60%

### SUPER SPACE INVADERS

DOMARK  
Original waves and a sensational simultaneous two-player option sets this miles above any clone. Still a great blast. 80%

### SUPER TENNIS

SEGA  
The graphics are childish, the sound appalling and it completely fails to capture any of the sport's fun. 29%

### TAZ-MANIA

SEGA  
The graphics are bright and the atmosphere is perfect. Take control of Taz and guide him through level after level of classy platform action. Accurate cartoon conversion. 74%

### TENNIS ACE

SEGA  
Forget Super Tennis. There's a great side-on close-up of the server and the view down onto the court works well. 80%

### THE TERMINATOR

SEGA  
Although having only a measly four levels, this game is packed with direct scenes from the film ensuring all Arnie fans will be happy it's just about as tough as the man himself and won't be completed in a hurry. I'll be back! 78%

### THUNDER BLADE

SEGA  
There's a great game here just waiting to burst out. However, even the decent graphics can't hide that it has some dodgy collision detection. 52%

### TOM AND JERRY

SEGA  
You're likely to finish this cartoon adventure far too quickly. Pleasant platform comedy, but it won't last long. 58%

### TRIVIAL PURSUIT

DOMARK  
This game is ideal for a large group to play, but not for soloists. Cheerful graphics and a comical cartoony presenter with potentially tough questions. 76%

### T2: JUDGMENT DAY

SEGA  
You wonder why they bothered to send him back in time to light flickery sprites with only a pathetic punch and a pop-gun. Tedious. 35%

### ULTIMA IV

SEGA  
If you like RPGs such as Phantasy Star and SpellCaster, then you should have this in your collection. It's vast and challenging. 87%

### ULTIMATE SOCCER

SEGA  
Plenty of options and challenging competitions make this a well-put-together footy sim that has good graphics and gameplay. 79%

### WIMBLEDON

SEGA  
Centre court has never been so good on the MS. Realistic graphics and superb animations made even better by super-fast play. This is a tennis sim of the highest standard. 86%

### WINTER OLYMPICS

US GOLD  
The game that spawned awful TV ads. All the bob and ski events could do with a revamp as they're much too similar. A bit frozen. 58%

### WOLFCHILD

VIRGIN  
A very ordinary, run-of-the-mill platformer where you shoot the bad guys and collect hearts for power. Everything about this release is average. 57%

### WONDER BOY

SEGA  
This still holds much appeal for many arcade adventurers. Sadly, everything - all the graphics, sound effects, etc - are very dated now. 70%

### WONDER BOY IN MONSTERLAND

SEGA  
The Boy's second outing continues the challenging gameplay. You have 12 levels to progress through and the action is constantly fast with some furious baddies. 73%

### WONDER BOY IN MONSTERWORLD

SEGA  
Huge game area, great graphics and a few puzzles thrown in for good measure. Can you do without this one? 75%

### WONDER BOY III: DRAGON'S TRAP

SEGA  
If you like the previous games, you'll go wild over the third outing which is the best by miles. A great arcade adventure. 80%

### WORLD CLASS LEADER BOARD

US GOLD  
A quality golf sim. All you need for a round or two, including a full set of clubs, hazards galore and masses of playability. 80%

### WORLD CUP ITALIA 90

SEGA  
It's a lot easier to control the ball in this than Kick Off, but ultimately you feel more like you're playing a table-top pub game than anything close to the real thing. 67%

### WORLD TOURNAMENT GOLF

SEGA  
This golfing sim comes across fairly well on the MS. Many different competitions to enter and the controls are very easy to master. 72%

### WWF: STEEL CAGE

ACCLAIM  
Wrestling isn't the best sport in the world, but the WWF superstars seem to have made it seem so. A fair simulation of the WWF action. 69%

### XENON II

VIRGIN  
You'll have great difficulty telling the difference between the 16-bit original and this great conversion. Great stuff, but there are some very dodgy collisions here. 76%

### YS: THE VANISHED OMENS

SEGA  
An excellent RPG, but doesn't have the playability of Ultima, Phantasy Star and SpellCaster. Even so, it's a real puzzler. 73%

### ZOO!

GREMLIN  
Easy access platform action that's let down by too little originality and a sorry amount of challenge. No surprises. 72%



### AFTER BURNER

SEGA  
The classic coin-op gets yet another conversion, but at least this one is virtually arcade perfect. At only £40, it's still a great blast with superfast 3-D scaled graphics. 84%

### COSMIC CARNAGE

SEGA  
A very disappointing one-on-one beat-'em-up that, apart from the odd bit of graphics scaling, looks like a normal MD game. Nowhere near as playable as MKII or SSFII. 62%

### DOOM

SEGA  
The best of the first few 32X releases, this is a great conversion of the legendary PC game. A 3-D maze blast-'em-up with scaled graphics and lots of gore. Incredibly playable. 94%

### GOLF MAGAZINE'S 36 GREATEST HOLES

SEGA  
Great graphics are the highlight of this decent golf sim, but the gameplay isn't up to par with EA's excellent PGA series. 79%

### METAL HEAD

SEGA  
Great polygon graphics show what the 32X can do as you stride round city streets in a giant metallic fighting robot. Pretty playable as you use a variety of weapons to blast enemy robots. 80%

### MORTAL KOMBAT II

ACCLAIM  
The king of beat-'em-ups hits the 32X, featuring enhanced sound and graphics for the brilliantly brutal action. Make no mistake, this is an arcade-perfect conversion. Simply stunning. 95%

### MOTOCROSS CHAMPIONSHIP

SEGA  
This novel simulation of motocross has you riding your bike around bumpy dirt tracks, leaping over the hills and punching opponents. Sadly it suffers from being way too easy. 74%

### SPACE HARRIER

SEGA  
Another old coin-op gets a perfect 32X conversion, but this 3-D blaster is old hat with incredibly mind-numbing action. 43%

### STAR WARS ARCADE

SEGA  
The superlative arcade machine is converted perfectly to the 32X with great polygon graphics and lots of enjoyable blasting. It can get a tad repetitive after a while, though. 87%

### VIRTUA RACING DELUXE

SEGA  
A souped-up 'deluxe' version that even outdoes the coin-op with a choice of three cars and two extra tracks. Smoother and faster than the previous normal MD version. 90%



### CLOCKWORK KNIGHT

IMPORT  
It's a platform game, but not as we know it. Lots of interaction with the 3-D backdrops makes this original and fun. 91%

### CALE RACER

IMPORT  
A souped-up conversion of the old Rad Mobile coin-op racer. Sadly the dodgy collision detection with other vehicles makes for unrealistic overtaking and you'll soon complete it. 64%

### VICTORY GOAL!

IMPORT  
The Saturn's debut football game features some stunning 3-D graphics. You can even rotate the pitch and zoom in and out at will. It plays well, too, although not that differently from other soccer sims. 84%

### VIRTUA FIGHTER

IMPORT  
The brilliant arcade 3-D beat-'em-up gets a near-perfect conversion, suffering only from the odd bit of polygon flicker. This shows off exactly what the Saturn is capable of. 95%

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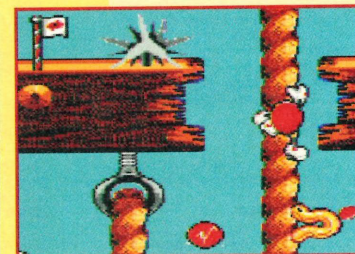
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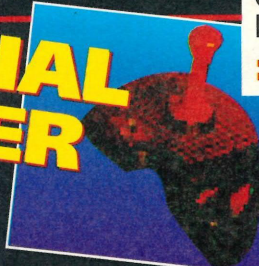
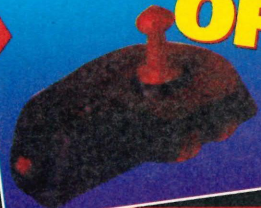
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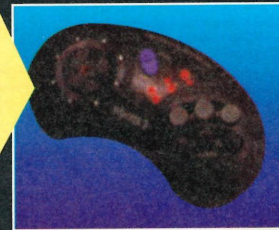
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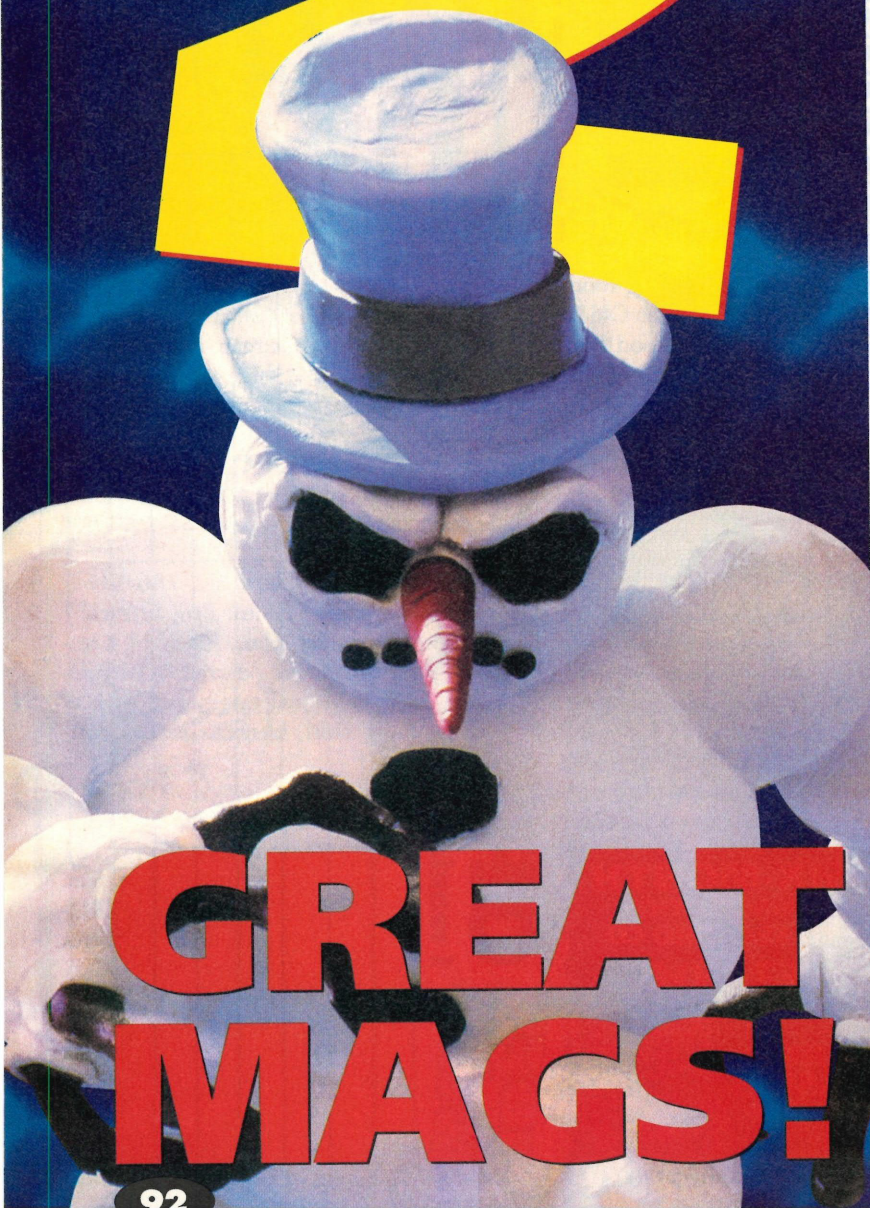






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# 2



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**IN THE ONION BAG!**  
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124 Old Christchurch Road,  
Bournemouth BH1 1NF.  
(SEGA PRO reserves the right to  
clip letters sent in by our readers.)

## PROTEST!

This is your section of the magazine. We give you the chance to air your views on any subject that fascinates you, foxes you or simply makes you furious. There are also loads of carts and T-shirts to be won – so get writing!

## PROART

Too much artwork is missed because it has been addressed to ProTest. Send your art to ProArt instead. Sorry – but we cannot return your work.

# PROTEST!

## ON THE COMMITTEE

With Chris Marke wiring himself up to the wacky world of the PC, and now talking in a strange jargon of Pentiums and 486s, the ceremonial SEGA PRO mail sack has been handed to me, Phil King. I am deeply honoured to be able to answer all your letters, so do keep them coming. As well as letting me know what you think of the magazine (and what changes you'd suggest), please send in your thoughts, problems and posers – which I'll do my level best to answer. Now let's get on with the show...

Dear SEGA PRO,

Games manufacturers all flood the market with new releases each year, competing for the biggest share of sales. Now, that's all well and good if they have a product that's high in quality, but why oh why produce total rubbish like Acclaim's *Rise Of The Robots* where you cannot even jump over your opposing fighter?

To overcome this problem, here is a point all games manufacturers should take into consideration. Once a game is in the final stages of development a Joint Steering Committee should be gathered together consisting of the programmers, sponsors, advertisers etc, and the manufacturer should bring in a team of games reviewers like yourselves and from other magazines covering SNES etc. The game should then be played by them, and a full report should be made by each reviewer, covering all aspects of play. The steer-

ing committee should then consider the remarks and see if the game can be improved.

Companies waste so much time, money and energy producing dud products when all that's needed is a little thought. What's your opinion, SEGA PRO?

Ray Hammond, Cheltenham

Hmm, Ray, I had to cut your rather wordy letter a bit, but your point is a fair one. It has to be said, though, that your idea of getting virtually every man and his dog to play-test the game sounds a tad impractical. All the same, the reviewers at SEGA PRO are often asked for their comments on unfinished games and we're glad to oblige. In addition, virtu-

ally all large games companies have a team of expert play-testers to check for any flaws, and some even ask members of the public for their opinions.

Despite all this, substandard games still reach the shelves. Sometimes the reason for this is that they're rush-released for the Xmas period, or to tie in with a big-name movie licence. However, with ever more gamers exhibiting 'brand loyalty', hopefully the games firms will take heed and stop tarnishing their image with duff products.

## DEMO NOT IN TIME?

Yo SEGA PRO,

What do you mean by advertising in SEGA PRO #41 that issue #42 would have a demo of *TimeCop*, eh? This is not really a complaint as I enjoyed the *Flashback* demo. In fact I liked it so much I want to buy the full version! Where do I get it from? At this point I would like to bring to your personal attention a few cock-



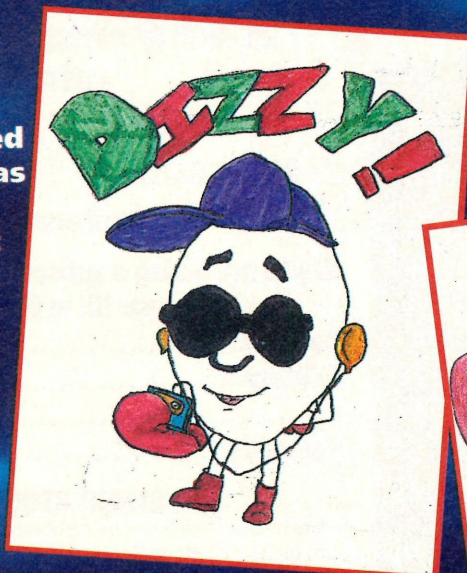
## PROART



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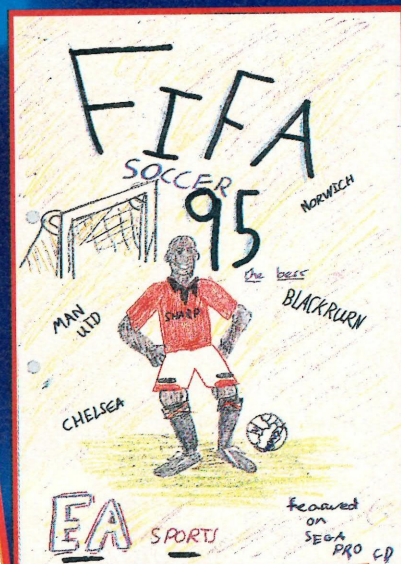


Mark Swan  
Age: 6



Jo Fawke  
Age: ??

Grant Fawke  
Age: 13

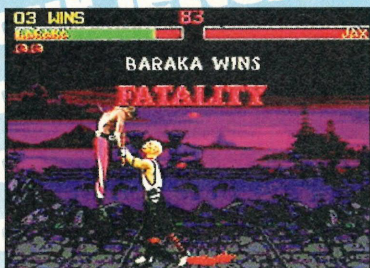


Kevin Stubbings  
Age: 12



## PROTIPS

Please be careful to address any hints, tips or players' guides to PROTIPS, to ensure that Mark turns his attention to it speedily. Also, please try to send in original tips and not ones that have appeared in other rival magazines!



ups. How can you justify SP#41 being February's issue? It was on sale from the 29th December! Again issue #42 isn't really for March like it says it is! Sort it out. Plus in issue #42 you didn't have a review of *Revenge of Vengeance* on page 60 like it said you did. What's going on? Plus, where are the ProFiles of the CD games *Ecco*, *Ecco 2* and *Flashback*? I thought it was a definitive list! Plus wasn't it a cop-out not giving all the secret moves for *Samurai Shodown*?

In addition to this I have a few important questions for you to do your best to answer. Will you be doing secret move reviews on the *Virtua Fighter* series? What would happen if you put a Saturn disc in a Mega-CD with the Mega-32X plugged in? What's all this about a Neptune? I want pictures and a spec list, please.

It seems as though I have become thoroughly addicted to *Mortal Kombat*. I have finished MK on the Mega Drive's Very Hard level – is there a harder level than this? Is MKII harder as I have not been able

## PROHELP

Our revitalised section is much bigger and better than ever! So if you're stuck on a level, can't kill the boss or are totally lost, drop us a line with details of your problem. You can be sure that whoever has drawn the short straw that month will help!

to buy this yet?

SEGAPro is (apart from the mistakes) perfect!  
**Dan The Man, Colchester**

*We had to postpone the TimeCop demo as it didn't arrive in time! US Gold will be releasing Flashback CD very soon.*

*It's common practice for magazines to be published just prior to the month shown on the cover. However, unlike most other mags, we print 13 (not 12) issue each year – just 'coz we love you so much! This means that throughout the year, the on-sale date gradually gets pushed earlier and earlier. As we obviously can't have two issues with the same cover month (very confusing), we're having this special Easter issue to put everything back in sync.*

*Yes, yes, we make the odd mistake – doesn't everyone? And Pilky only had a short time to do his Samurai Shodown guide and had to find out all the moves himself. If he discovers any more, he'll print them in the ProTips.*

*I doubt we'll be printing a Virtua Fighter guide until the official Saturn release. If you put a Saturn disc in a Mega-CD with 32X, it won't work at all! Sega's forthcoming Neptune console is simply a combined MD and 32X (see the pic in this month's Japan News), so the specs are exactly the same as for the two machines.*

*Yes, MKII is harder than its predecessor (it's tough even on Easy mode).*

## PROSCORES

Yep, they're back in the mag and better than ever. If you have a score you think whips all the other scores into submission, please fill in the usual form thing and send it in to us with photographic evidence. Who knows, there may be a prize in it!

**In issue #39 I saw my name printed under some other poor guy's picture!**

**JUSTIN LAI AH-WHY, SOUTH AFRICA**

**Whoops, sorry about that, but we don't now know who did that Bubsy drawing.**

**I saw your brilliant magazine sitting on the shop shelf covering Sega Power.**

**MICHAEL O'SULLIVAN, CO CORK**

**SEGAPro always eclipses its rivals!**

**I am annoyed about why games are reviewed at a low percent. I like games that get a high score at 80% or more...**

**MARTIN HARDING, WARLEY**

**Erm, yes, I kind of get your point – eh?**

## PROBLEMS AND PROCURES

Answering your questions is one of the most important jobs at SEGAPro (Honest!) as we really do care about our readers' points of view.

In this section we aim to help those in need, respond to those in distress and be there for those whose gameplaying misery is deep! After all, we're genuine, caring people! If the family Mega Drive just isn't working properly, your Game Gear is constantly causing headaches or you're after an elusive import game, this is the section to write to. Send your problem posers to:

**Problems and Procures, SEGAPro, Paragon Publishing, Durham House, 124 Old Christchurch Road, Bournemouth BH1 1NF**



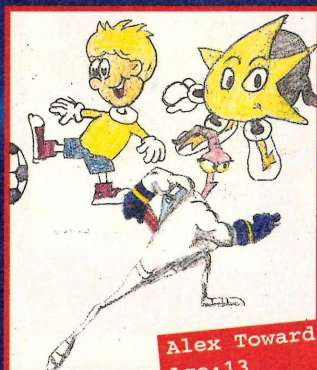
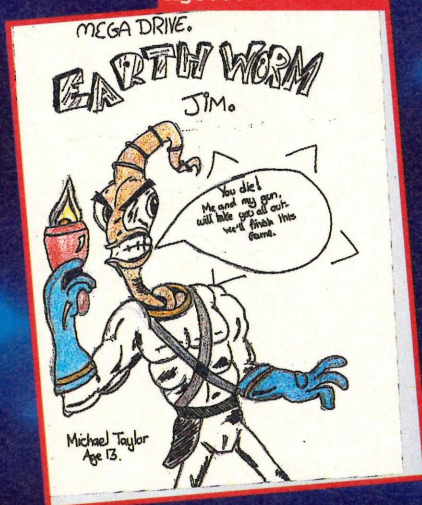
**Carl Wedge from Wigan**

wants to know whether, since the Mega-CD can play "music digital video" CDs, this means it can play digital video CDs. Erm, you've lost us a bit there, mate. The Mega-CD cannot play music video CDs – only CD+G ones that bring up static pictures and lyrics (such as the DKK Karaoke discs mentioned previously). The only music video we've ever seen running on the Mega-CD was a Sunscreen one converted by Travellers Tales, using their own unique system, for the Mega Power Psychosis demo disc (issue #6, no longer available). Most standard Video CDs (including musical ones) use the MPEG video compression standard and only run on consoles such as the CD32 and Philips CDi (with a special Full Motion Video module plugged in) or dedicated Video CD players.

Carl also asks if he could use a CD made for another console on his Mega-CD2. Well, the answer is "no way!" They just won't load at all, although you should be able to listen to any audio tracks on the Mega-CD disc menu that appears. As with cartridges, each CD format only accepts games specifically designed for its own unique technical specifications.

Finally Carl asks which cheat device is best to buy for his Mega Drive, an Action Replay or a Game Genie. Well, the Game Genie seems to have disappeared from public view as we never seem to receive any codes for it now, so the Action Replay is definitely your best bet.

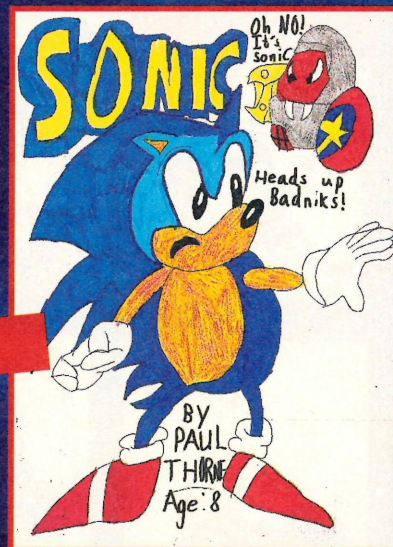
**Michael Taylor**  
Age:??



**Alex Toward**  
Age:13

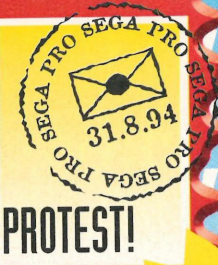


**Jeremy Sheard**  
Age:12



**Paul Thorne**  
Age:8





## WOT, NO MARK HILL?

Yo SEGA PRO,

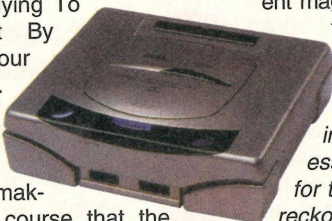
I have just got your latest issue of the mag, and I was shocked to see that it was Mark Hill's last issue! This is the naftest idea that anyone could have thought up. He has been with the mag for at least two years now and is easily the best person on it. C'mon, guys!



I currently own a Master System and I am thinking of upgrading to a Saturn, so I have a couple of questions to ask you... £600 is a bit steep for a guy that only gets £1.20 a week and has no paper round, so will it ever get any cheaper (before the end of the century, hmm?). £80-£100 is also a bit steep, so will the games ever get any cheaper?

I also own *Desert Strike* on the Master System and can't complete the last level of it, so please can you give me a hand (if not, I am willing to send a seven-figure cheque your way (£00,000.00)).

If you don't answer this letter I will have to report you to the SFCBN-RTLBSKTYCM (Society For Cruelty By Not Replying To Letters Sent By Kids To Your Cool Mag). And failing that, I will fire bomb your office (making sure, of course that the cocktail lands first on Pilky and order the Kremlin to move in. Ahem. David "Hupps dupps what's wrong with diddums, then?" Stevenson, Fordingbridge, Hants PS. Remember the firebomb!



PILKY: Sad, sad, sad. Have you got a life, me boy? I think not. For your information, Mark Hill 'left' when he started to get on my nerves. Well, I actually killed him to be honest with you - I firebombed the poor guy. So, what was your address again?

PHIL: Ahem, sorry about that interruption! So, you're hoping to change your MS to a Saturn - phew, that's some upgrade! Luckily the price should be around £400 for the Saturn's official release later this year, and the games should be considerably cheaper too.

## WHAT PRICE, SEGA PRO?

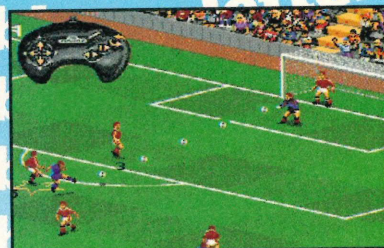
Dear Chris,

I think SEGA PRO is absolutely great and I buy a copy every month, but when I went to buy Issue #41 I was gobsmacked by the price of six quid. I think the mag has the best reviews and tips but come on, what's going on with the price?

I'm the proud owner of a Mega Drive and Mega-CD, but if I've got to pay this amount just to read about the games for my consoles I think I'll do something drastic (yes, I mean buy a different magazine) and let's face it, I don't think there's a mag to compete.

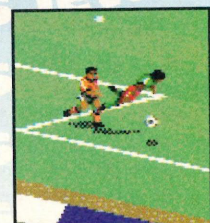
Stephen Ellen, Sheerness

Unfortunately the price increase for SEGA PRO was necessary to cover increased costs for the demo disc. Nevertheless, I reckon the magazine still offers good value - where else can you get a playable cover-mounted Mega-CD demo? And if you think it's too steep, why not simply buy the normal version of SEGA PRO at just £2.50?



## THERE'S ONLY ONE RIBBIE FIWLER!

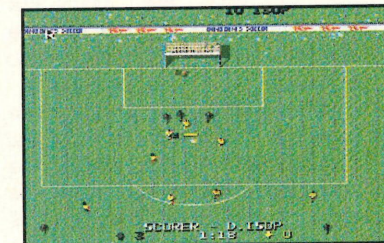
I am a keen football fan and I have the best MD footy games (*FIFA '95*, *Dino Dini's* and *Sensible*). Although I am very happy with these, I can't understand why the real player names are not included in them. It would improve the realism of the games.



Amiga versions of *Sensible* and *Dino Dini's* had real player names, so why not on the Mega Drive? Also, other MD sports sims have had the 'real player' treatment (*NHLPA Hockey*, *PGA Golf* etc) and I don't see why footy games should be any different.

D Scales, London

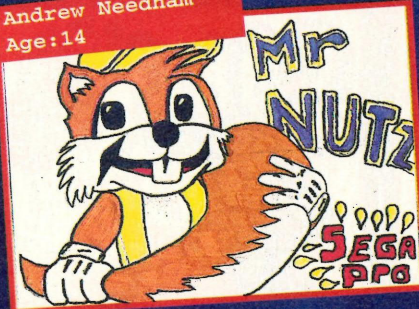
Too right, D - what's your name, by the way! The only MD footy game I know of with the authentic player names is the special International Edition of *Sensible Soccer* by Sony. So why other games can't do the same is a mystery.



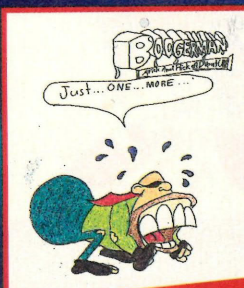
John Huntingdon  
Age: 14



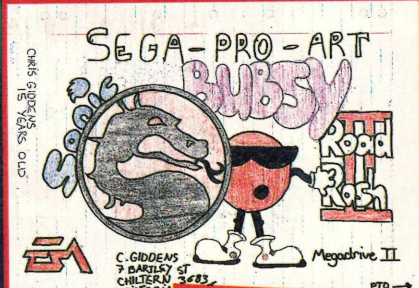
Andrew Needham  
Age: 14



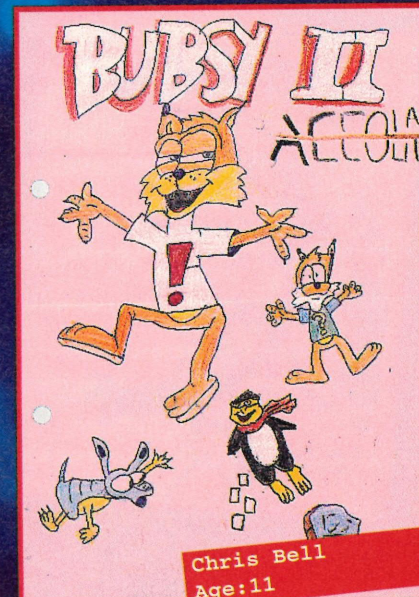
Lee Humphries  
Age: 12



Danny Salgo  
Age: 13



Chris Giddens  
Age: 15



Chris Bell  
Age: 11



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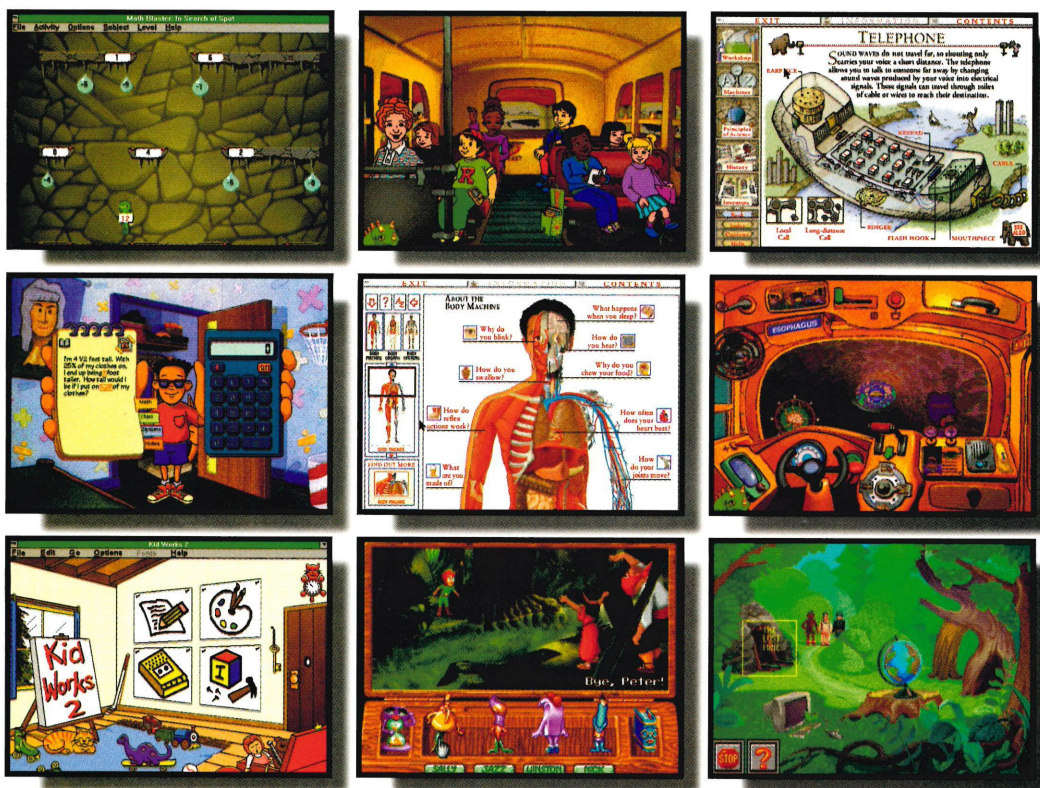
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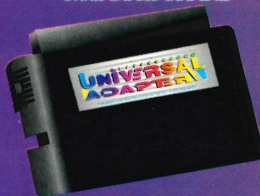
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